PlayStation™

NTSC U/C

PlayStation™

theme PARK™

KIDS TO ADULTS

™ K-A

CONTENT RATED BY ESRB

SLUS-00017

BULLFROG

PRODUCTIONS LTD

theme PARK

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manuals for more details.

HANDLING YOUR PLAYSTATION DISC

- The compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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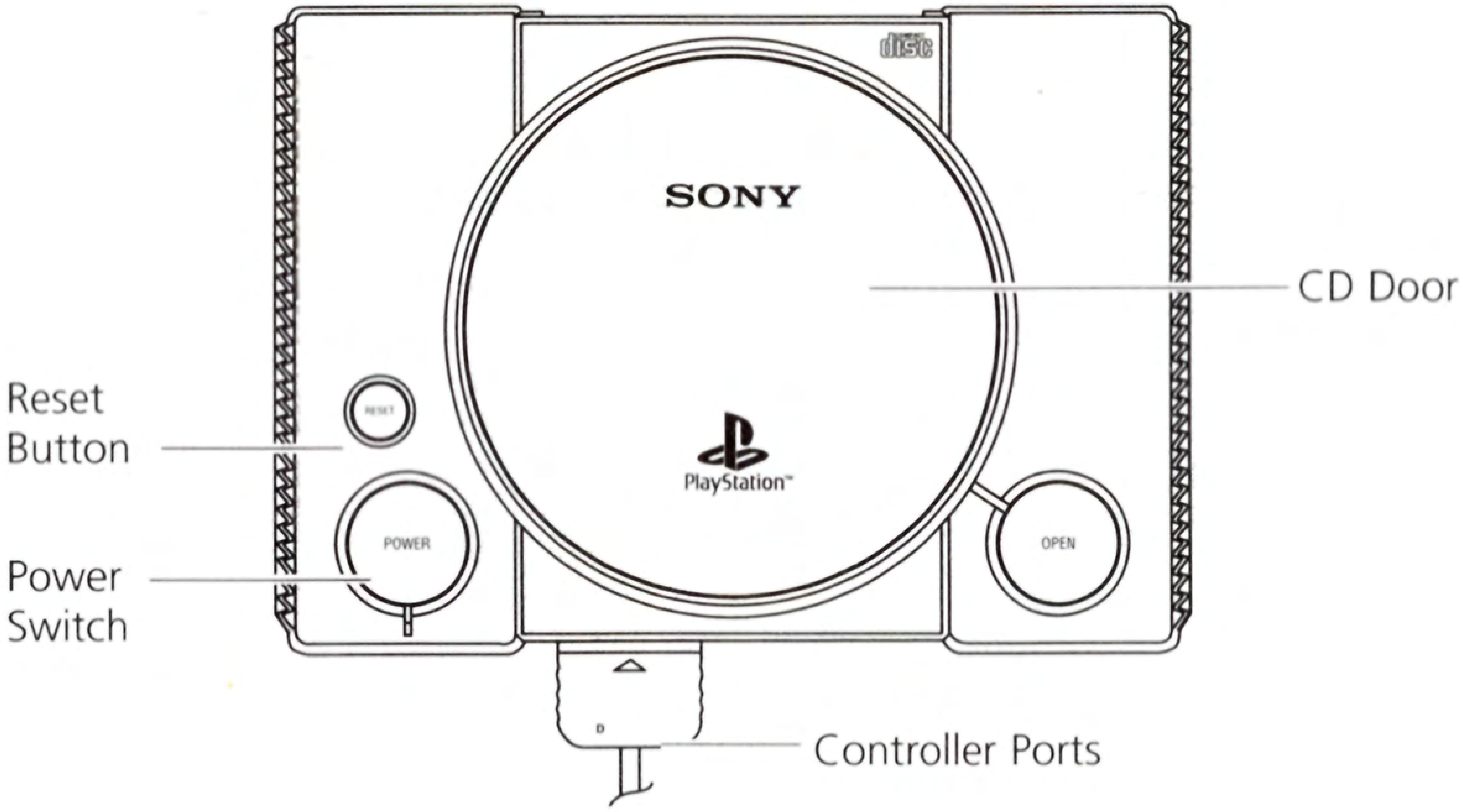
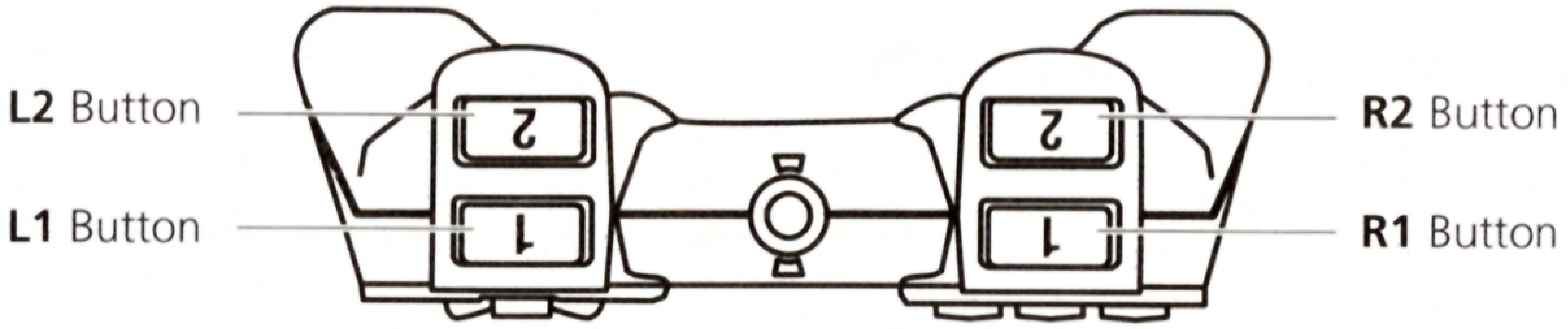
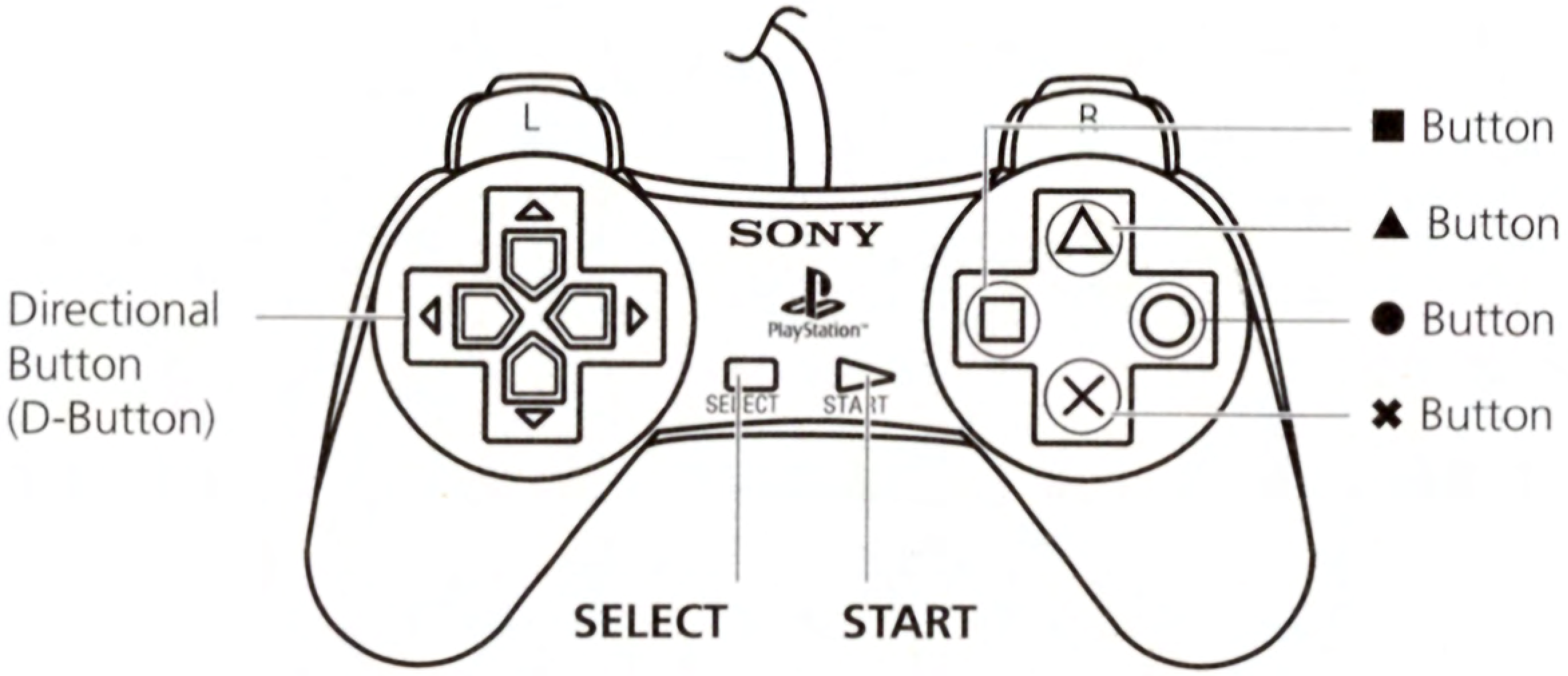
STARTING THE GAME


SONY
PlayStation
RESET
POWER
OPEN
CD Door
Reset Button
Power Switch
Controller Ports

1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Theme Park* disc and close the CD door.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game.

CONTROL SUMMARY


L2 Button
L1 Button
R2 Button
R1 Button


L
R
SONY
PlayStation
SELECT
START
Directional Button (D-Button)
■ Button
▲ Button
● Button
✖ Button
SELECT
START

PARK SET-UP SCREENS

Highlight Option	D-Button ↑/↓/←/→
Select Option	✖

PARK SCREEN

Move Cursor	D-Button ↑/↓/←/→
Place Item	✖
Remove Item	■
Query Object/[Tune Up] Menu	**R1** button
Icon Menu	**L1** button

Open/Close Park	**●+START**
Pause Game	**START**
Quit Game	**Select**
Walk Through Park	▲
ICON MENU	
Move Cursor	D-Button ↑/↓/←/→
Purchaser Screen	✖
Quick Menu	■
Select Item	✖
INFORMATION SCREENS	
Highlight Option	D-Button ↑/↓/←/→
Select Option	✖
Increase/Decrease Value	**L1/R1** button
STOCK SCREEN	
Highlight Stock Category	D-Button ↑/↓/←/→
Increase/Decrease Order	**L1/R1** button
RESEARCH SCREEN	
Highlight Vat	D-Button ↑/↓/←/→
Increase/Decrease Funding	**L1/R1** button

SHARES SCREEN	
Highlight Park Owner	D-Button ↑/↓/←/→
Buy Shares	**R1** button
Sell Shares	**L1** button

NEGOTIATION SCREEN	
Increase/Decrease Offer	**L1/R1** button

THEME PARK™: DESIGNER SERIES™

The Aim of the Game

Simply put, to be the best. To make your Theme Park not only the hottest ticket for thousands of visitors, but also the hottest property on the stock exchange.

At the end of every financial year, you receive a statement on the Year End Chart, rating your Theme Park against 40 rivals in six categories. These categories are: Richest Park Owner, Most Exciting Park, Most Amenities, Customer Satisfaction, Biggest Park and Most Pleasant Park.

Only when you're numero uno in each category have you achieved your aim of constructing the ultimate Theme Park.

Hint ☛ *Now that might sound easy enough, but if you think* Theme Park*'s going to be a walk in the park, you couldn't be further from the truth. Success in business requires an awesome eye for detail, and likewise in* Theme Park. *You need to fine tune every ride, shop and side show for maximum profit margin. Don't forget to check on your finances regularly at the Bank screen, and listen to the Park Advisor's advice throughout the game, giving you hints on how to make the most of* Theme Park.

Entering a Nickname

Having successfully loaded the game, the Advisor introduces you to the world of *Theme Park*. To skip the intro sequence at any point, press **START** or ✖. Before arriving at the Main menu, you're asked to enter a nickname. Nicknames become important when saving games, because while there are only 5 save game slots, you can save 5 parks for each nickname and there is no limit to the number of nicknames you can have.

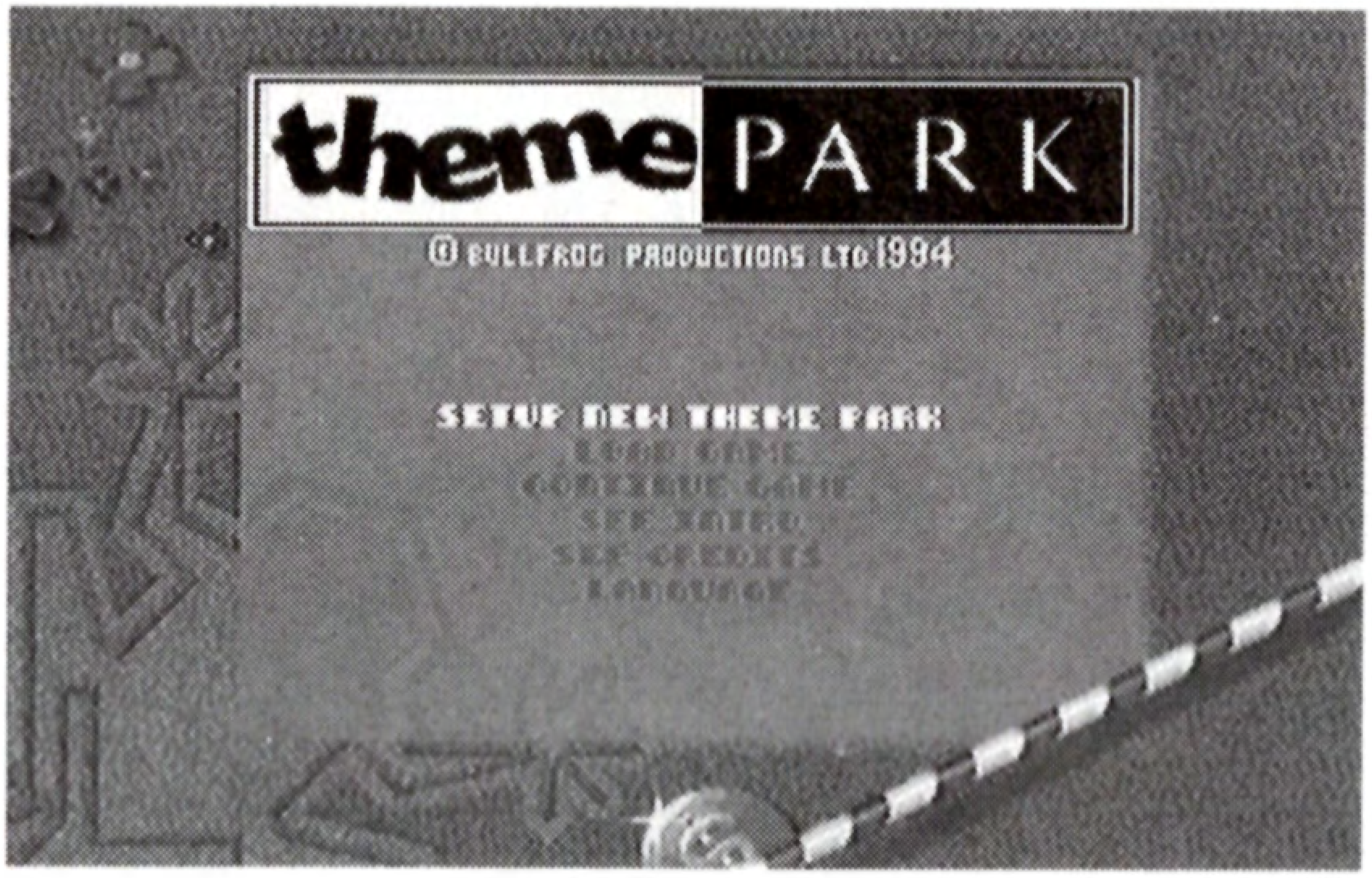
D-Button **↑**/**↓**/**←**/**→** to spin the character wheel until the one you want appears at the right-hand end of the name bar; press ✖ to select this character. Repeat this process until the entire nickname has been entered.

Use the space (-) to insert a gap.

Use the backspace arrow to remove incorrect characters.

To confirm the nickname, select the checkmark character; the Main menu appears.

The Main Menu


theme PARK
© BULLFROG PRODUCTIONS LTD 1994
SETUP NEW THEME PARK
LOAD GAME
CONTINUE GAME
SEE INTRO
SEE CREDITS
LANGUAGE

Having entered a nickname, you arrive at the Main menu. To select a Main menu option, press ↑/↓ on the D-Button and then press ✖.

The Main menu options are:

Setup New Theme Park – Press ✖ for the Your Player Details screen.

Load Game – Press ✖ to open the Saved Game screen. To choose which park to re-open, D-Button ↑/↓ and then press ✖.

Continue Game – Returns you to the Theme Park you just left.

See Intro – So impressed you want to watch it again? I don't blame you.

See Credits – Find out the names of those responsible for *Theme Park* for the PlayStation game console.

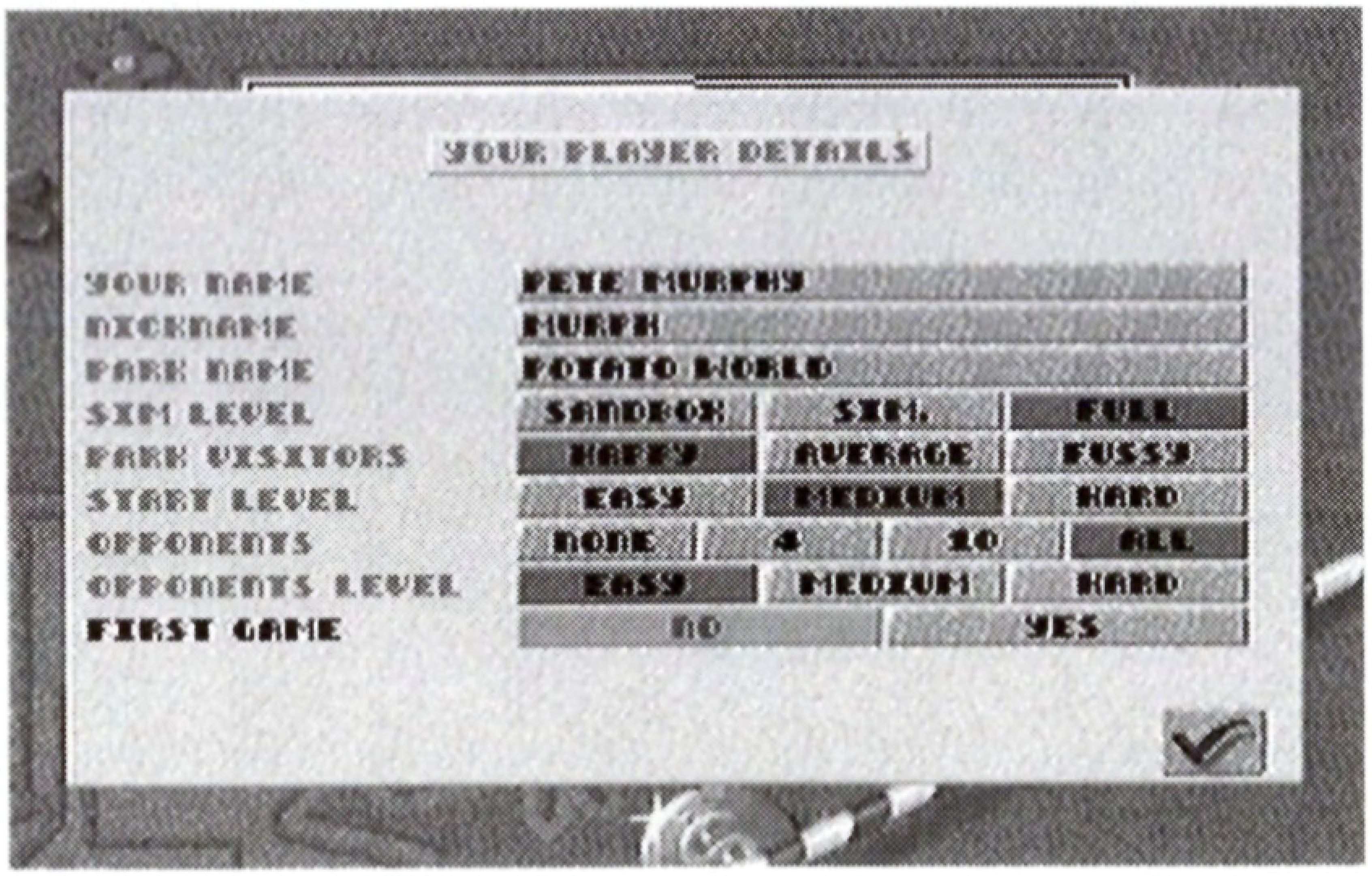
QUITTING THEME PARK

- To Quit the game at any time, press **SELECT**. You're asked to confirm this decision, which you do by pressing ✖; the Main menu reappears. If you decide not to quit, D-Button ↑ to the ✖ icon and press ✖; you're returned to the park.

DESIGNING A NEW PARK

Highlight Setup New Theme Park and press ✖ for the Your Player Details screen.

Your Player Details



YOUR PLAYER DETAILS

YOUR NAME: PETE MURPHY
NICKNAME: MURPH
PARK NAME: POTATO WORLD
SIM LEVEL: SANDBOX | SIM. | [✓ FULL]
PARK VISITORS: [✓ HAPPY] | AVERAGE | FUSSY
START LEVEL: EASY | [✓ MEDIUM] | HARD
OPPONENTS: NONE | 4 | 10 | [✓ ALL]
OPPONENTS LEVEL: [✓ EASY] | MEDIUM | HARD
FIRST GAME: NO | YES

You must complete Your Player Details before you can choose a site for your park. Press the D-Button ↑/↓ to flip through the categories.

Your Player Details are:

Your Name – Press ✖ and then enter your name exactly as you did the nickname.

Your Nickname – This section has already been completed.

Park Name – Enter a name for your park as you did your name and nickname. Put nothing here and your park's known simply as Bullfrog's World.

Sim Level – Choose from **Sandbox**, **Sim** and **Full**. D-Button ←/→ to highlight the desired level of play.

Sandbox level is very much for beginners. You can enjoy all the fun of the fair and design a park without the stresses, strains and complications that come from visits to the Bank Requester screen. There's no need for Research and your shops can't run out of stock so there's no need to visit the Stock screen. However, you may still need to take out a loan, and keep one eye on your bank balance to avoid going bankrupt. Needless to say, you're missing out on an awful lot of *Theme Park*'s best features.

Sim level is intermediary. You're involved in Research to develop new park facilities and the Negotiation screens pop up periodically. However, if you visit the Stock screen and Stock Market screens you'll find that these features aren't available to you.

Only on **Full** level do you get to utilize all of *Theme Park*'s options. Now you're not only expected to Research new facilities, but purchase stock for shops and shares in other parks. You're responsible for every financial transaction, and rival operators can have a say in your success. On **Full** level, you're playing with the big boys.

Park Visitors – Choose a mood from **Happy**, **Average** and **Fussy** by pressing the D-Button **←/→**. The fussier your customers become, the harder it is to part them from their cash. This only affects your Theme Park's visitors for the first four years of operation, after which it's all down to you.

Start Level – Choose between **Easy**, **Medium** and **Hard**. This decides the amount of money you begin the game with. On **Easy** level 200,000 is deposited in your current account, choose **Medium** and 150,000 is added to your coffers, while on **Hard** level you've a mere 100,000 to play with.

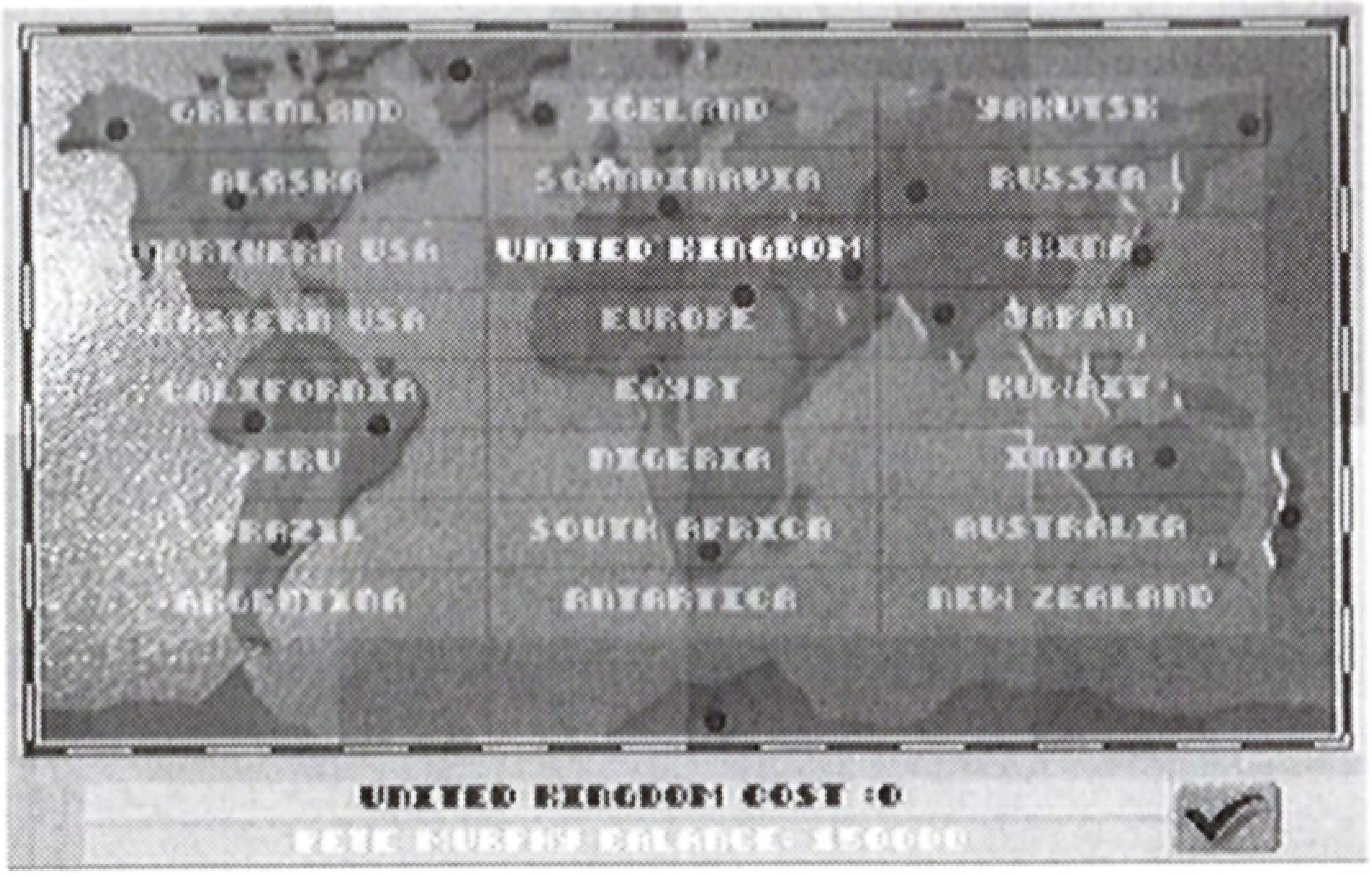
Opponents – **None**, **4**, **10** and **All** are the options here. If you're playing in glorious isolation the game loses its competitive element. The more rival Theme Parks that are out there, the trickier it gets to be best in all six categories and someone might just buy the park out from under you.

Opponents Level – This decides how aggressive your opponents are. Choose between **Easy**, **Medium** and **Hard**. You can make life a lot simpler if you hamper the opposition and make them **Easy**, but for a real challenge make **All** the opposing Theme Park owners rock **Hard**.

First Game – **No** or **Yes**. If you select **Yes** you're given a Tutorial by the Park Advisor when you enter the park to help get you started (see *Tutorial* on page 14).

When you've finished entering Your Player Details, D-Button ↓ to the Checkmark icon and then press ✖ for a look at the World Map.

Where in the World?


GREENLAND
ICELAND
YAKUTSK
ALASKA
SCANDINAVIA
RUSSIA
NORTHERN USA
UNITED KINGDOM
CHINA
EASTERN USA
EUROPE
JAPAN
CALIFORNIA
EGYPT
KUWAIT
PERU
NIGERIA
INDIA
BRAZIL
SOUTH AFRICA
AUSTRALIA
ARGENTINA
ANTARTICA
NEW ZEALAND
UNITED KINGDOM COST :0
PETE MURPHY BALANCE: 150000

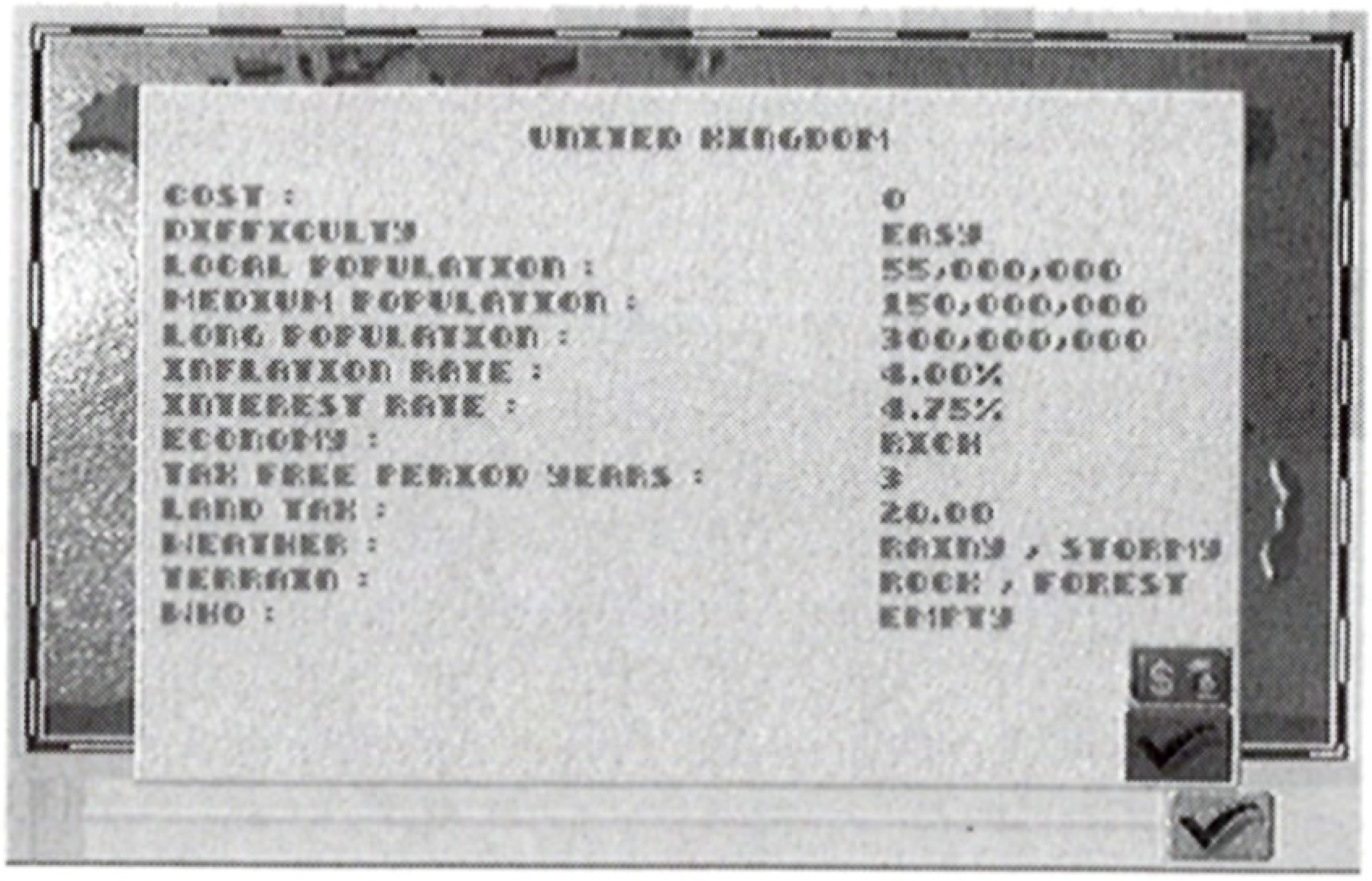
On the World Map available sites are marked in yellow. Red dots mark locations you currently can't afford, while sites occupied by other Theme Park owners are marked in blue. At the bottom of the screen is your bank balance.

D-Button ↑/↓/←/→ to highlight a location with the cursor and the name and cost of establishing a park appear above your bank balance; the more desirable the location, the greater the initial cost. Now press ✖, and if the territory had a yellow dot the Site Details screen opens (see *Site Details* on page 11); if the dot was blue the Park Details screen appears (see *Park Details* on page 13).

When you find a site you're happy with, use the D-Button to highlight the Buy Land icon and press ✖. This location appears on the World Map as a golf ball about to be teed off. To leave the World Map for the park itself, D-Button to the Checkmark icon (✓) and press ✖.

- To return to the Main menu at any time, press ●.

SITE DETAILS



UNITED KINGDOM

COST :	0
DIFFICULTY	EASY
LOCAL POPULATION :	55,000,000
MEDIUM POPULATION :	150,000,000
LONG POPULATION :	300,000,000
INFLATION RATE :	4.00%
INTEREST RATE :	4.75%
ECONOMY :	RICH
TAX FREE PERIOD YEARS :	3
LAND TAX :	20.00
WEATHER :	RAINY , STORMY
TERRAIN :	ROCK , FOREST
WHO :	EMPTY

This lists all the factors which could affect the success of a Theme Park built on a particular site, specifically population, economy and climate:

Your Site Details are:

Cost – How big a bite of your bank balance is this location going to take?

Difficulty – Easy, Medium or Hard, based on the size of the population able to access the park, the stability of the economy and the climate. A site close to a large European or North American city is going to be an easier proposition than one in Antarctica, but these are also the most expensive sites. So when choosing a location, make certain you've enough cash left to develop the site and haven't blown it all beforehand. The cheaper the site, the more you have to spend to make a success of it.

Local Population – The number of potential customers that your Theme Park has to draw from in the early stages.

Medium Population – Further down the line, a medium-sized park could attract visitors from further afield.

Long Population – When your park has grown in size and its reputation has become international, the number of potential customers grows to the figure found here.

Inflation Rate – From 0–100%. The lower the better, because an inflation rate of 100% means that your overheads will double annually.

Interest Rate – From 0–100%. As with the inflation rate, you want to keep this low or you'll end up paying through the nose for every penny you borrow.

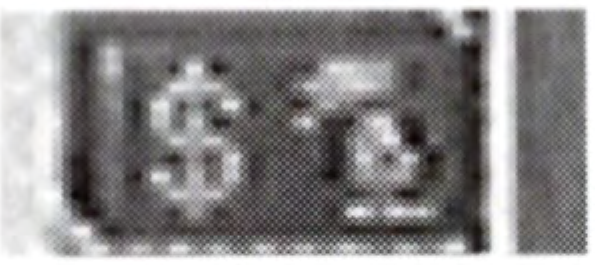
Economy – Rich, Poor or Medium. This indicates how much cash customers will have to spend in your Theme Park, and the worse the economy the less disposable income is available.

Tax Free Period Years – The length of time you can run your park without paying land tax.

Land Tax – The amount you pay is calculated by applying this rate to the area of land your park occupies, so keep it compact and you'll pay less tax.

Who – The name of the park's owner.

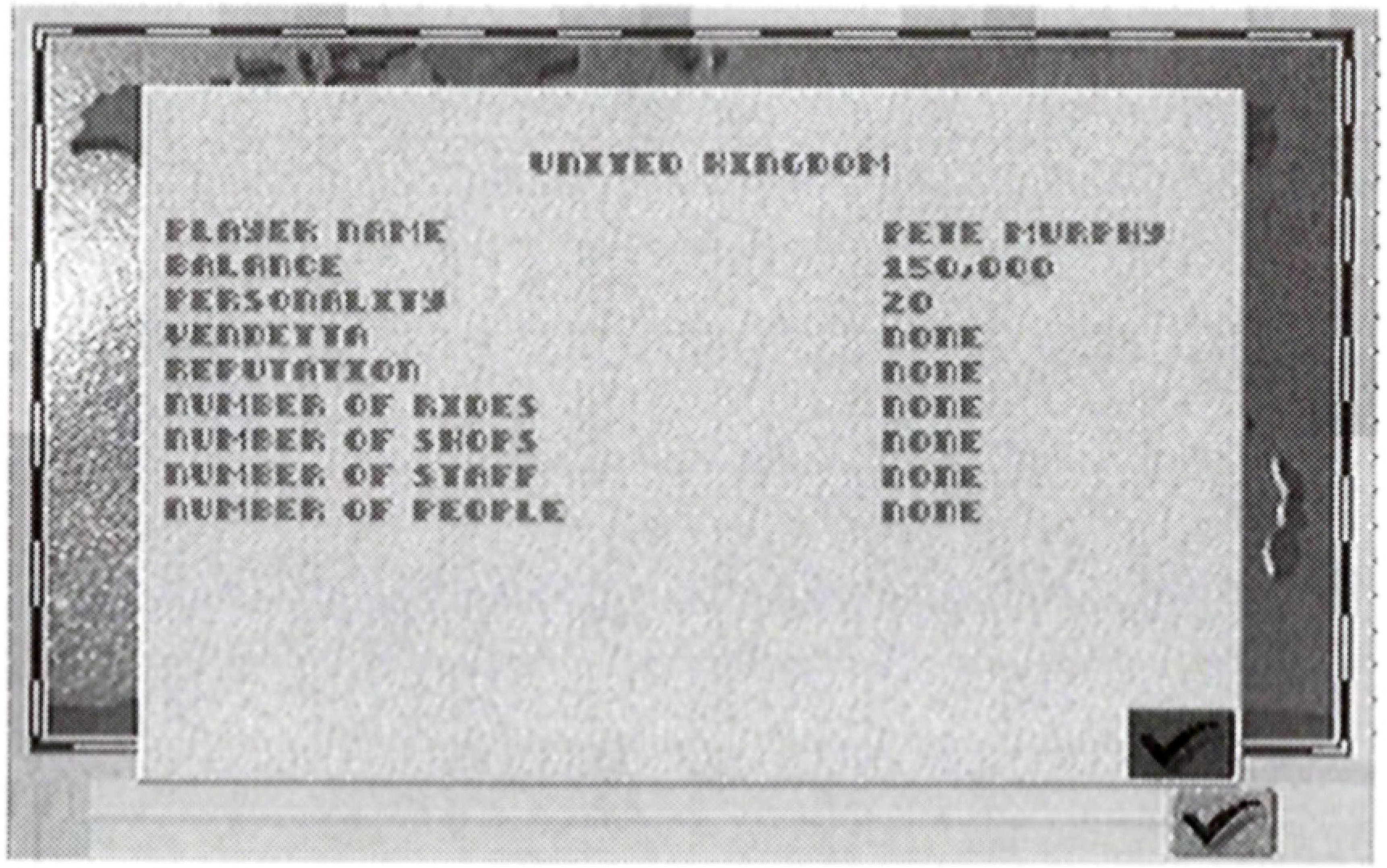
To leave the Site Details screen:



If you're not happy with a site, use the D-Button to highlight the Checkmark icon and then press ✖ to return to the World Map.

To accept the site, D-Button to the Buy Land icon and then press ✖. The Park Details now appear on screen (see *Park Details* on page 13).

PARK DETAILS



UNITED KINGDOM

PLAYER NAME	PETE MURPHY
BALANCE	150,000
PERSONALITY	20
VENDETTA	NONE
REPUTATION	NONE
NUMBER OF RIDES	NONE
NUMBER OF SHOPS	NONE
NUMBER OF STAFF	NONE
NUMBER OF PEOPLE	NONE

Check out your own park details and those of rival park owners at the Park Details screen. This tells you:

Player Name – That's you (or your opponent).

Balance – As in 'bank.' The amount of money available for development of the site.

Personality – Rated on a scale of 0–100.

Vendetta – Are there any established rivalries between park owners? If you find your own name here, be sure to guard against unfriendly take-over bids.

Reputation – Good, bad or indifferent. If this is your first Theme Park you haven't got one, but any subsequent parks are measured against previous efforts.

Number of Rides – Check up on how many rides are in the park.

Number of Shops – See above.

Number of Staff – See above the above.

Number of People – How popular are your Theme Park rivals? As for any new park, until the main gates are thrown open there'd be more visitors to a plague pit.

To leave the Park Details screen:

The Checkmark icon is already highlighted, so press ✖ and you're returned to the World Map.

At the World Map, highlight the Checkmark icon and press ✖ and you're in the park.

Tutorial

When completing Your Player Details, you're asked whether this is the first time you've played *Theme Park* (see *Your Player Details* on page 8). Choose **Yes** for a tutorial from the Park Advisor when you arrive at the Park screen.

Following the Tutorial:

The Park Advisor guides you through the tutorial step-by-step.
First of all you're shown how to lay paths.

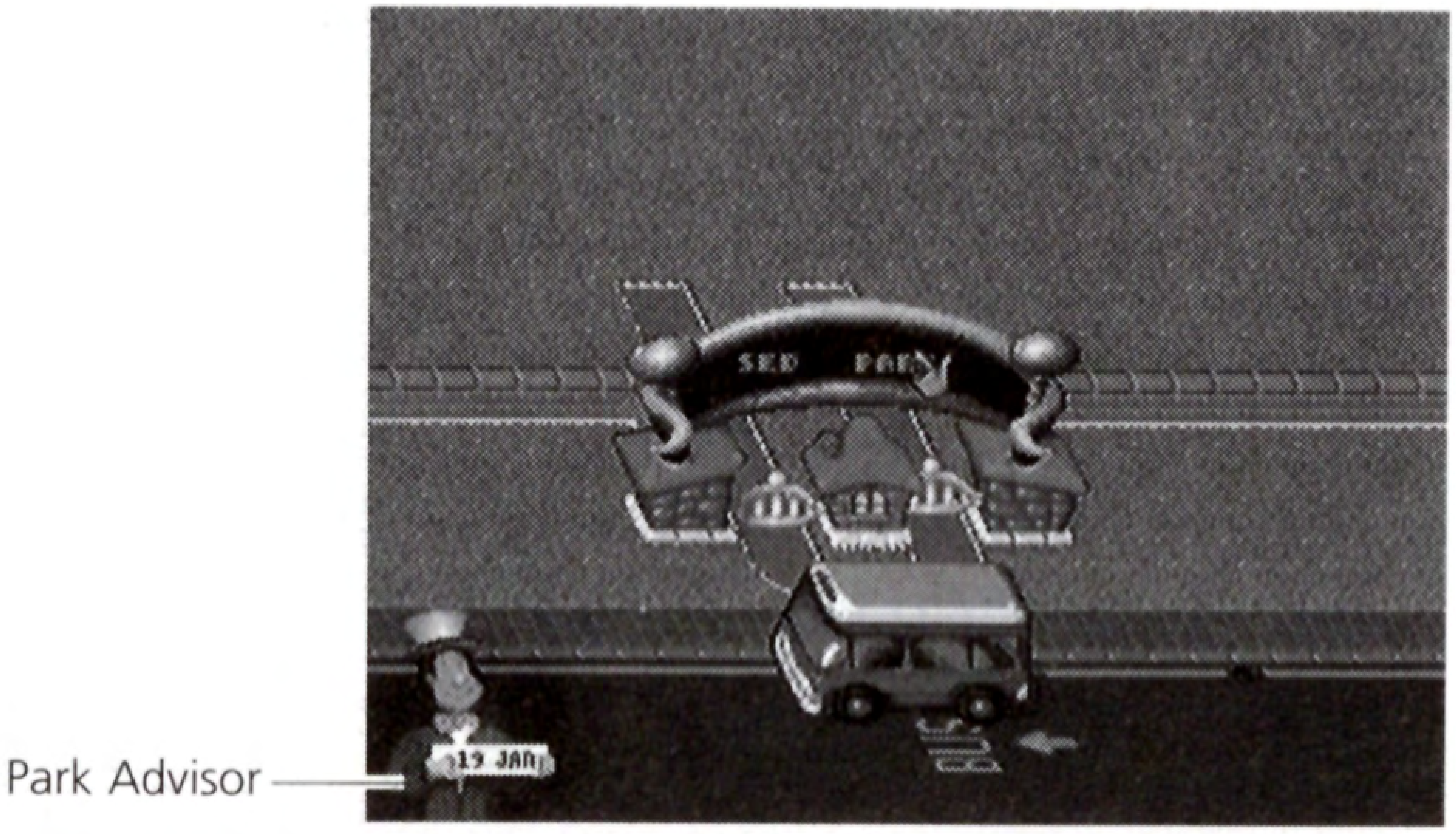
Next, place the first Ride. This is the Bouncy Castle. Place Entrance and Exit icons as instructed. Now connect the Ride to the network of Paths you've created with a queue.

You must now choose a location for a Mr. Walley ice cream stand. Again the Park Advisor instructs you how to do this. Then hire three members of staff – a sharkman, handyman and mechanic – and place them in the park as instructed.

You can now continue to build your park from here. Remember, everything used in the Tutorial, including staff wages, has to be bought and paid for like all your future purchases.

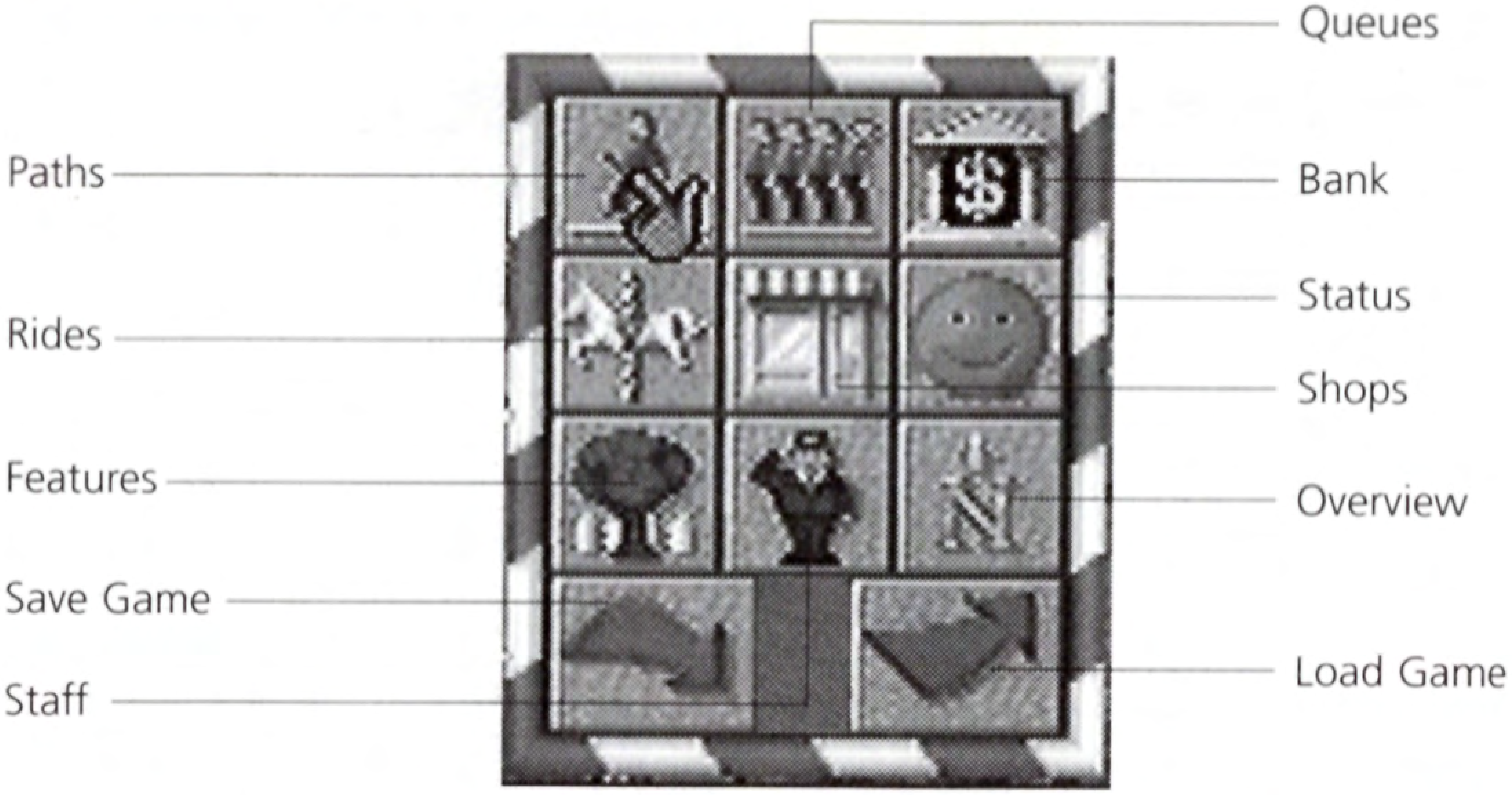
- To skip the Tutorial, choose **No** when asked whether it's the first time you've played at the Your Player Details screen.

IN THE PARK


Park Advisor
SED PARK
19 JAN

On the Park screen, the site is an area of land with a wall around it and a main gate; you've a lot of work to do before it's the world's ultimate tourist attraction

Using the Icon Menu


Queues
Paths
Bank
Status
Rides
Shops
Features
Overview
Save Game
Load Game
Staff

The Icons menu is the key to creating your Theme Park. Press the **L1** button to open the Icons menu. Press the **L1** button again to close the menu.

The icons are for: paths, queues, rides, shops, park features, staff, the overview map, load/save game, park status and the Bank Requester screen.

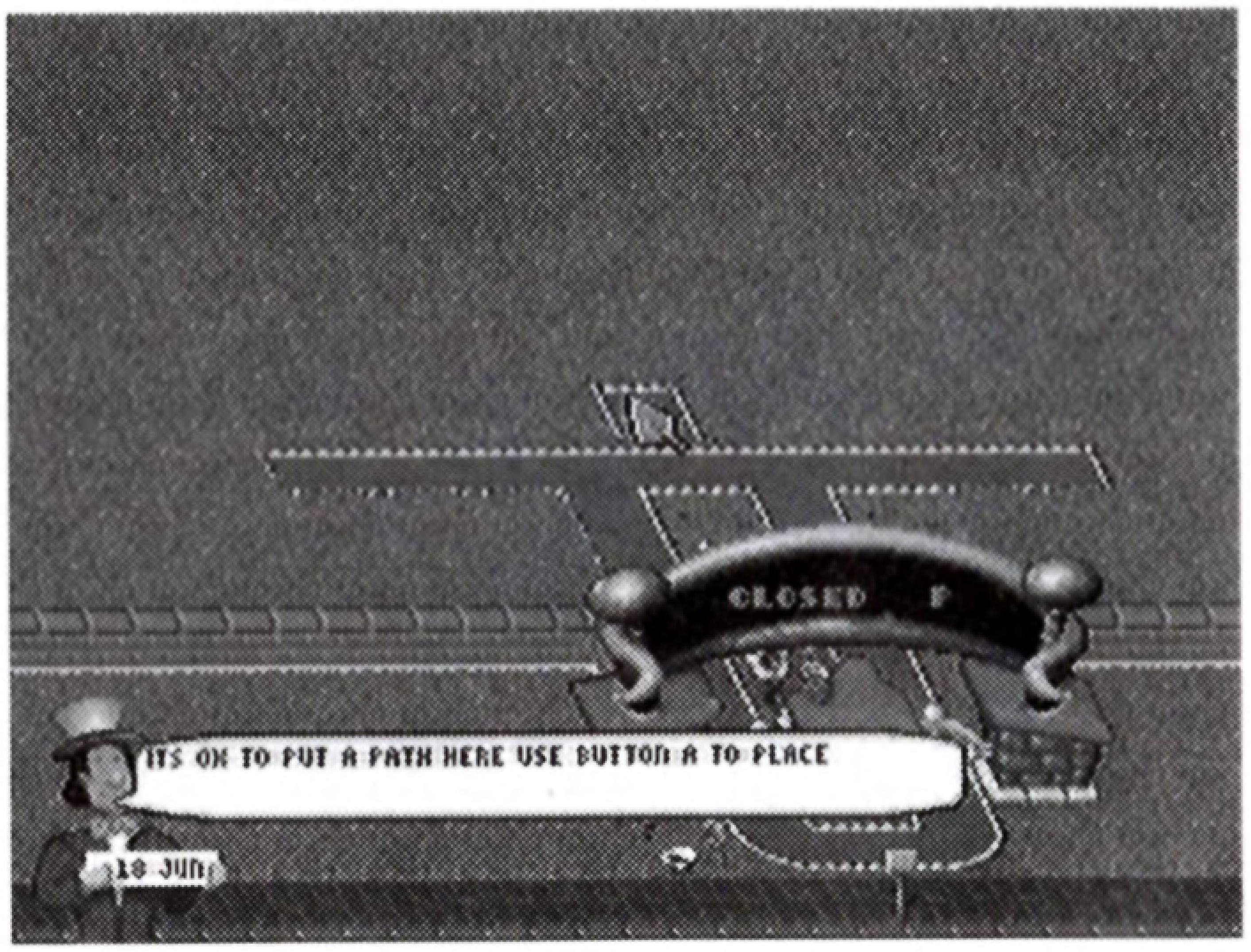
- To select an icon, use the D-Button ↑/↓/←/→ to highlight an icon. Press ✖ for the Purchaser screen, or press ■ for the Quick menu.

LAYING PATHS

Before you can do anything else, you must lay paths around the park for visitors to walk along. *Theme Park*'s little visitors always follow paths, and this is the only way customers can access shops and rides. They only go on the grass when they're looking for the Way Out (and complain if they can't find it).

Hint ☛ *Like everything else in* Theme Park *paths cost money, so in the early stages when cash is tight you need to be sensible and place paths only where rides and shops are going.*

Note ☛ *Paths cannot be laid where natural obstacles such as rocks and water block the way.*



ITS OK TO PUT A PATH HERE USE BUTTON A TO PLACE

- To lay a concrete path, use the D-Button to highlight the Paths icon and press ✖; the cursor becomes a trowel. Now hold down ✖ and press the D-Button ↑/↓/←/→ to lay path squares in the areas of the park you wish to cover in concrete.

The path square disappears if you scroll over an area of the park where you can't lay a path.

A border of flowers grows around paths once the disturbance of the digging has stopped.

To remove paths:

To remove a path square, highlight it with the trowel cursor and press ■. You cannot delete the original area of path around the main gate.

Note ☛ *Paths are the only item you pay for immediately. You won't get the cost of any ride, shop or staff purchases deducted from your budget until the end of each month.*

The Paths Menu

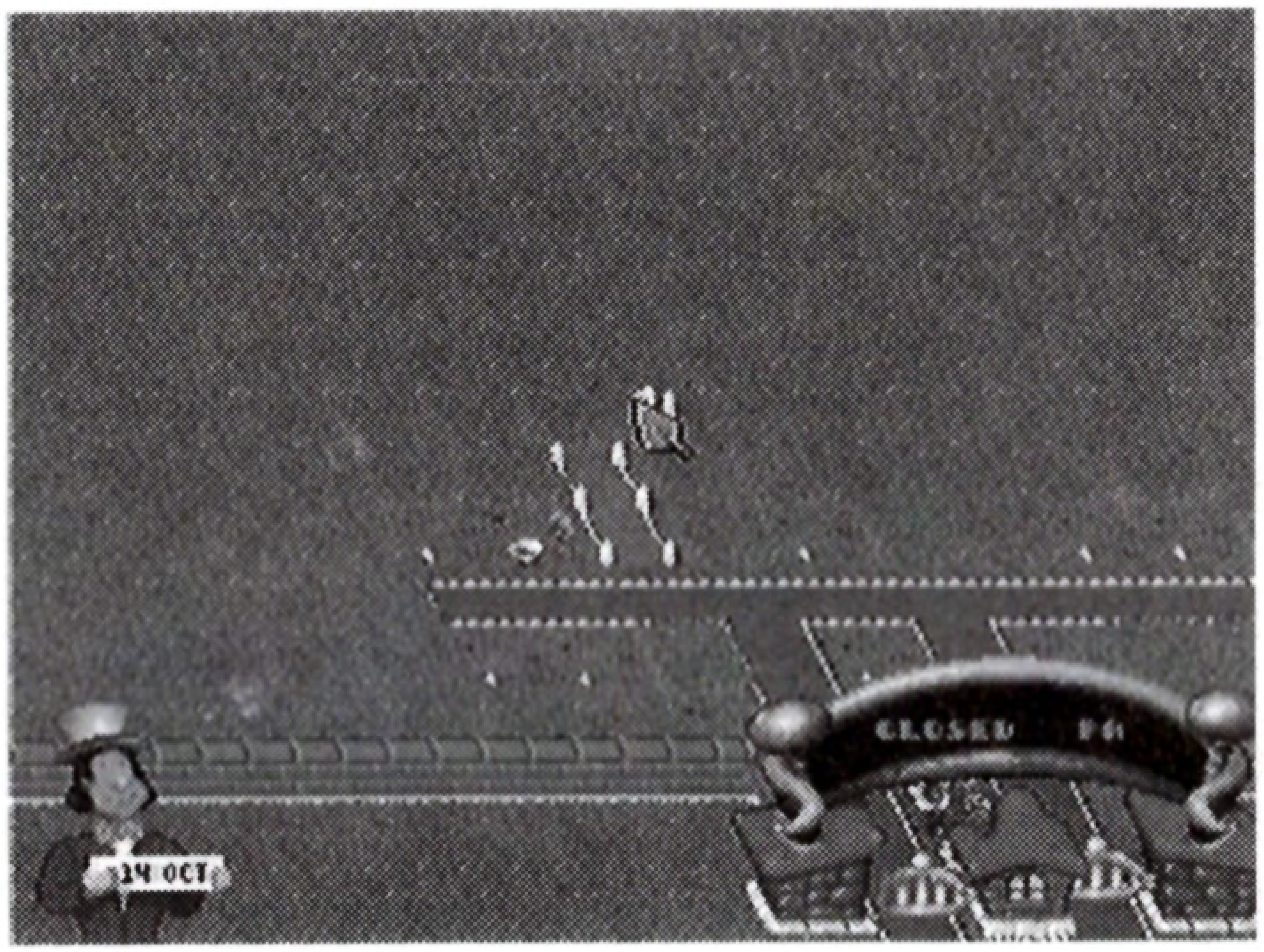
- To access the Paths menu, use the D-Button to highlight the Paths icon and press ■. You can now choose between concrete, one-way paths or sign-posts. D-Button ←/→ to highlight the desired icon and then press ✖.

When you select one-way paths, the cursor becomes an arrow. To lay a one-way path, use the D-Button to highlight a path square and then press ✖ until the arrow is oriented in your preferred direction.

Select the sign-post icon from the Paths menu and the icon attaches itself to the cursor. The sign-post flashes until it's given a sense of direction, which you do by highlighting a shop, ride or feature with the D-Button and pressing ✖. Now move the post to the desired position in the park and place it by pressing ✖ again; wherever it's placed, the sign points to the chosen amenity. Press ✖ again to rotate the sign and lead customers to a destination via a different route, so as to pass additional shops and rides they might otherwise have missed.

Note ☛ *Remember to re-select normal paths from the Paths menu after selecting one-way or sign-posts.*

FORMING A QUEUE



The thrill-hungry public are unable to sample the delights of a ride unless they can form an orderly queue for it. Customers can still access a ride which isn't connected to a path by a queue, but they do so only one at a time and the ride is not used to maximum efficiency.

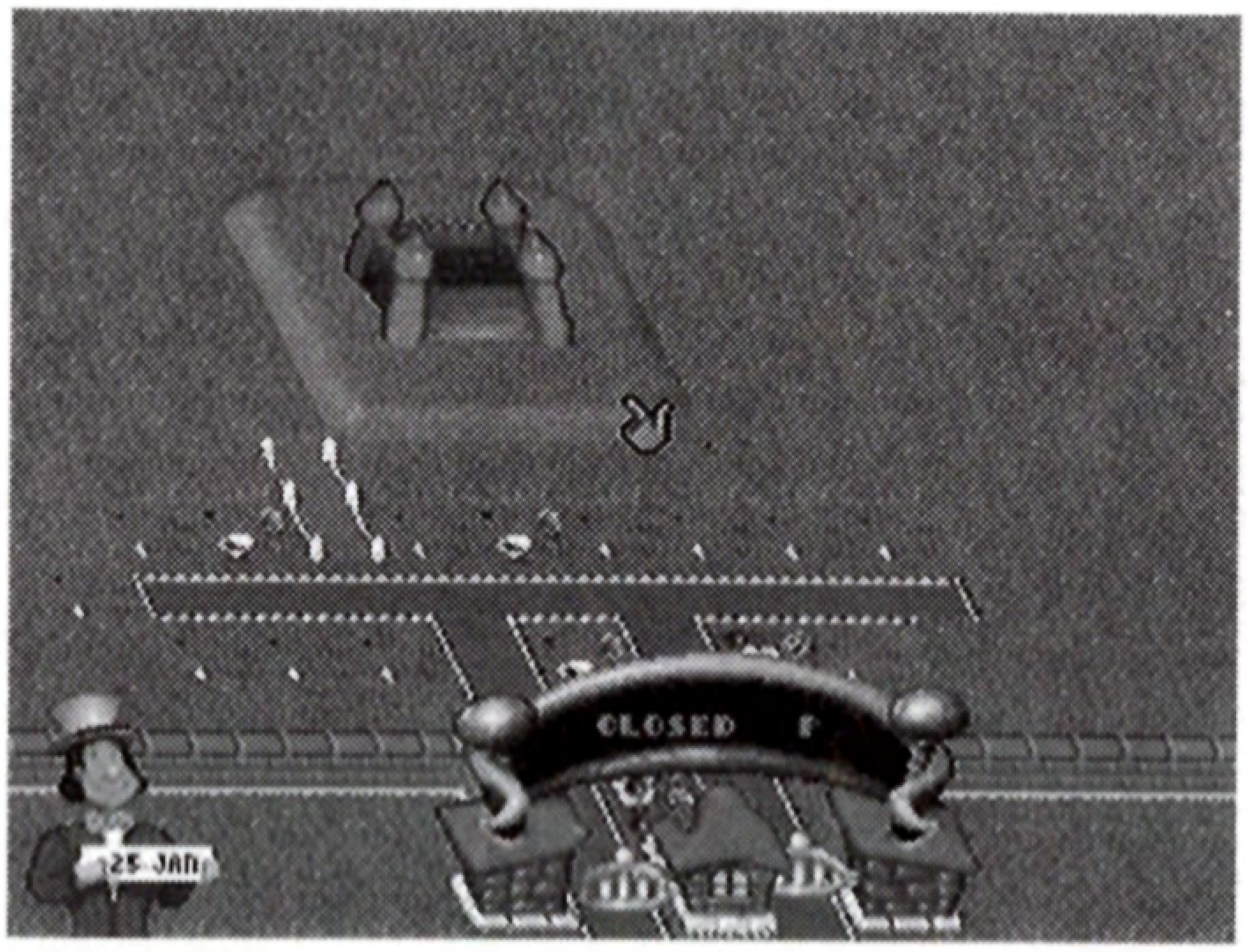
Hint ☛ *There's a good deal of psychology involved when forming queues. It's difficult to judge the length of a long queue which doubles back on itself, and punters may join, then become irritated by the wait and leave. Short queues move people through the ride more quickly, but as the ride is always full some people may not have the chance to try it out at all. As always in* Theme Park, *it's a balancing act.*

- To form a queue, use the D-Button to highlight the Queue icon and press ✖.

Now connect the entrance of your chosen ride to the path (see *Selecting Rides* below). Queues can be placed or removed just as you would a path: hold down ✖ and scroll around the screen to place a queue; highlight and press ■ to remove a section of the queue.

Note ☛ *A queue must always be placed from a path to the entrance of a ride.*

SELECTING RIDES



Only four of *Theme Park*'s rides are available at the start of the game. In Full and Sim mode, you can only add to the number of rides available by investing in Research (see *The Research Department* on page 58). At Sandbox level, more rides are added to the list at the end of each financial year.

There are two ways to purchase rides: via the Rides Purchaser screen or from the Rides menu.

To purchase Rides:

Use the D-Button to highlight the Ride icon and press ✖ for the Rides Purchaser screen (see *Purchaser Screens* on page 40) and some in-depth information about the attractions currently available to you.

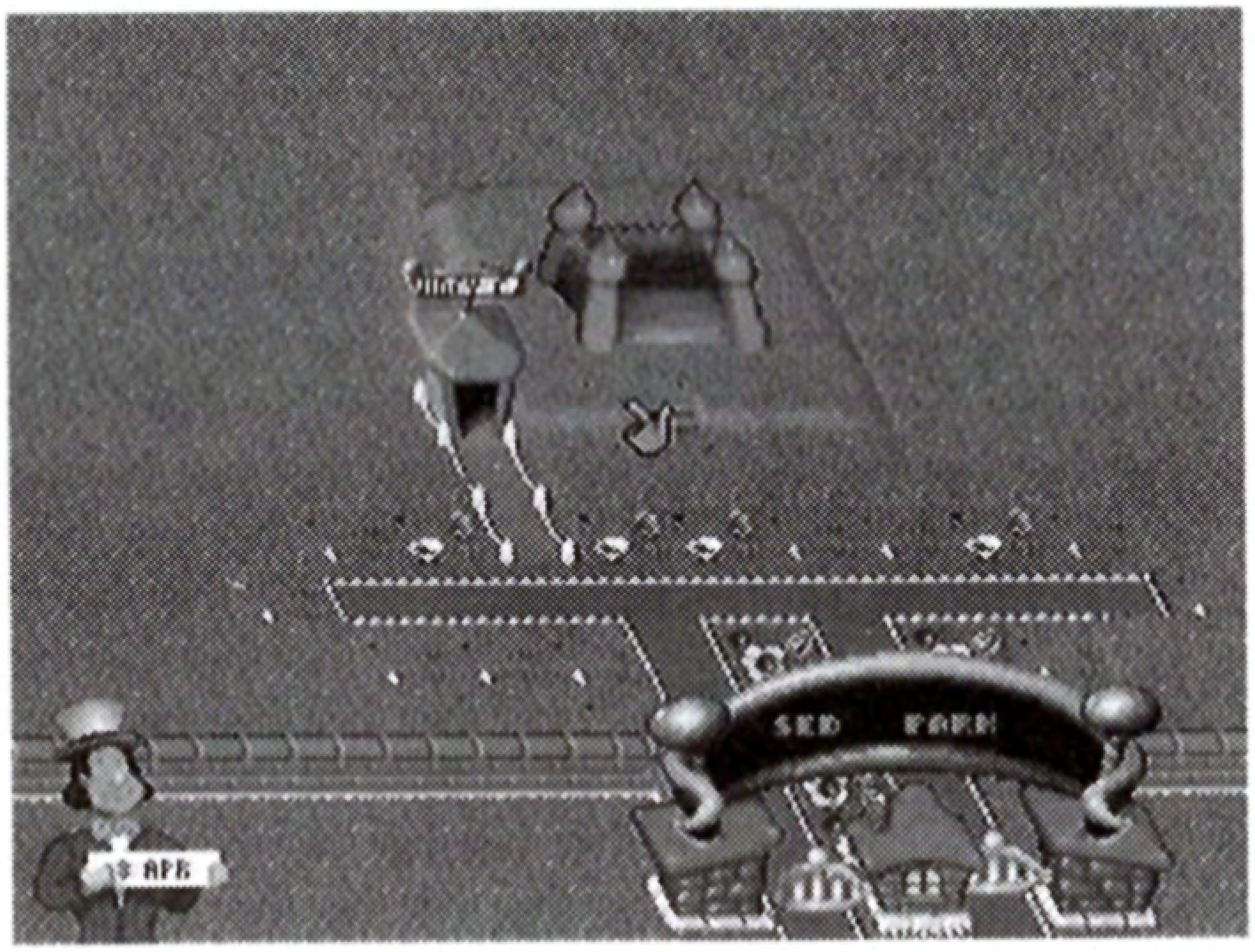
Alternatively, highlight the Ride icon and press ■ for the Rides menu.

Use the D-Button to highlight an item from this menu and press ✖ to select a ride. Each one has a price tag; if you don't have enough cash for a particular ride, the ride icon has a red background. Having made your decision, the Rides menu disappears and the chosen attraction is attached to the cursor.

To place a Ride:

With the ride attached to the cursor, D-Button to an area of the park large enough to accommodate it and then press ✖. You now need to place the ride's Entrance and Exit.

To place the Entrance:



Once a ride has been positioned, the entrance icon appears. D-Button ↑/↓/←/→ to move the entrance around the ride, and then press ✖ to lock it in place. To move the entrance again, choose the appropriate icon from the Information screen (see *Information Screens* on page 45).

You can change the orientation of the Entrance of User-Definable rides (see *User-Definable Rides* on page 31).

To place the Exit:

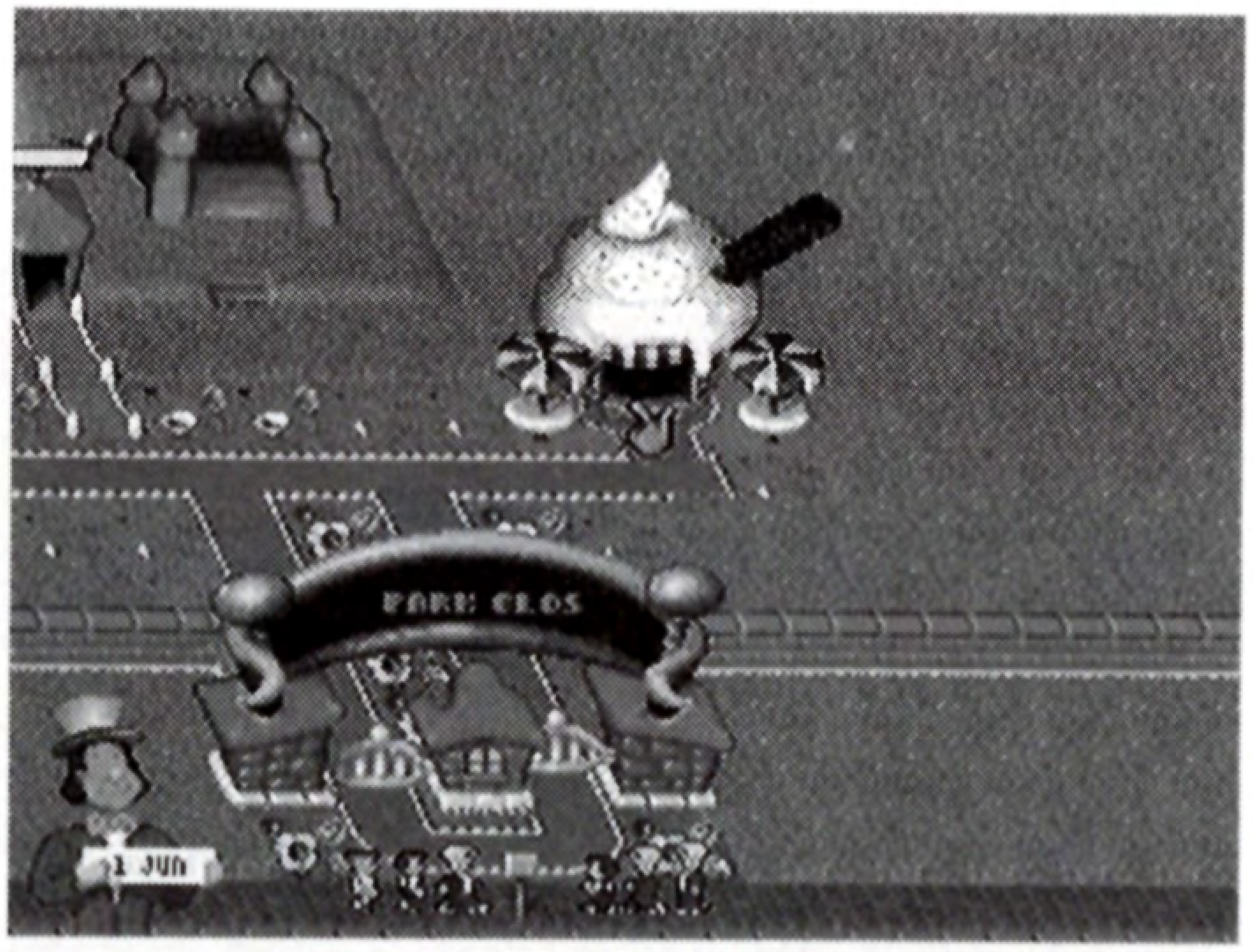
The Exit is a short flight of steps that takes your punters back to terra firma. Place this as you did the Entrance. Remember to link every exit to a path, or when your punters leave the ride they mill around on the grass.

To remove a Ride:

Use the D-Button to position the cursor over the ride's entrance, and press ■; a requester box appears asking you to confirm your decision. Highlight the Checkmark icon and press ✖ to remove the ride. If the ride is less than a month old, its purchase price will not be deducted from your balance.

To return to the park screen without deleting the ride, highlight the ✖ icon and press ✖.

BUYING SHOPS



Shops fall into three categories: food & drink stands (for which you must purchase stock – see *Stock Screens* on page 56), souvenir shops and side shows. While it's the thrill rides that draw in the crowds, you need to keep visitors happy (and earn extra bucks) by supplying refreshments, and hopefully entice them into going home with some Theme Park souvenirs as well.

Hint ☛ *Food and drink stands are essential to the running of your park, as people will head for home if they can't get a drink and a bite to eat. However, souvenir shops and side shows, for which you needn't buy stock, can turn you the healthiest profit.*

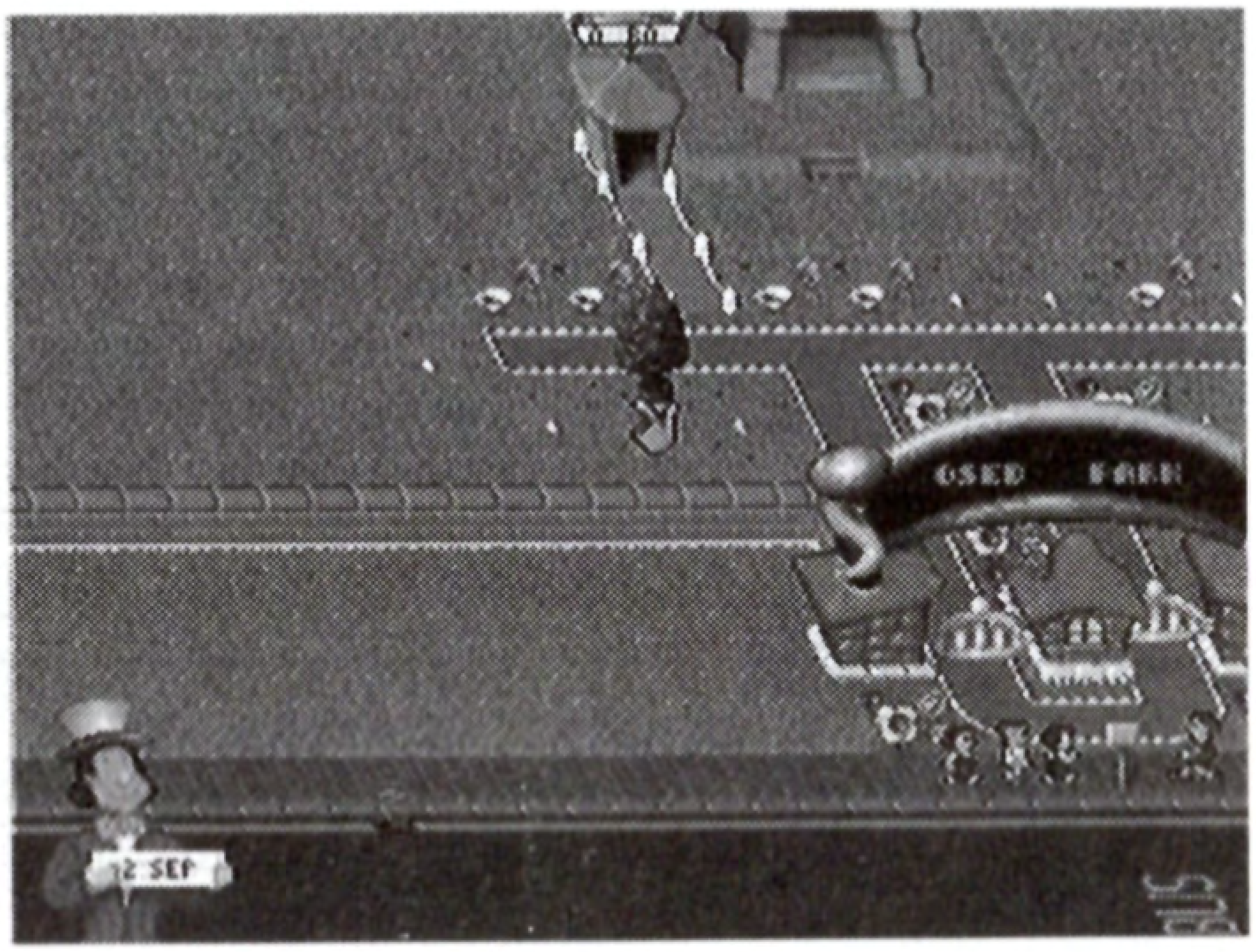
Hint ☛ *Visitors only buy souvenirs if they're having a good time, so place souvenir shops near your park's best rides and watch the money roll in.*

To purchase a Shop:
Use the D-Button to highlight the Shop icon and press ✖ for the Shops Purchaser screen (see *Purchaser Screens* on page 40) and an in-depth look at the available shops.

Alternatively, press ■ to bring up the Shops menu.

Use the D-Button to highlight an item from the menu, and then press ✖ to select a shop. Each one has a price tag; if you can't afford the chosen shop, its icon has a red background. Having made your selection, the Shops menu disappears, leaving you to place the shop where it's likely to attract the most customers. Use the D-Button to position the shop, and then press ✖.

PARK FEATURES



What with Most Pleasant Park among the categories on which your Theme Park is judged, it's a good idea to beautify the place with trees and fountains. Plus, the park won't stay beautiful for long without proper toilet facilities and clear signposts showing people where they are.

To purchase Park Features:

Use the D-Button to highlight the Park Features icon, and then press ✖ for the Features Purchaser screen (see *Purchaser Screens* on page 40).

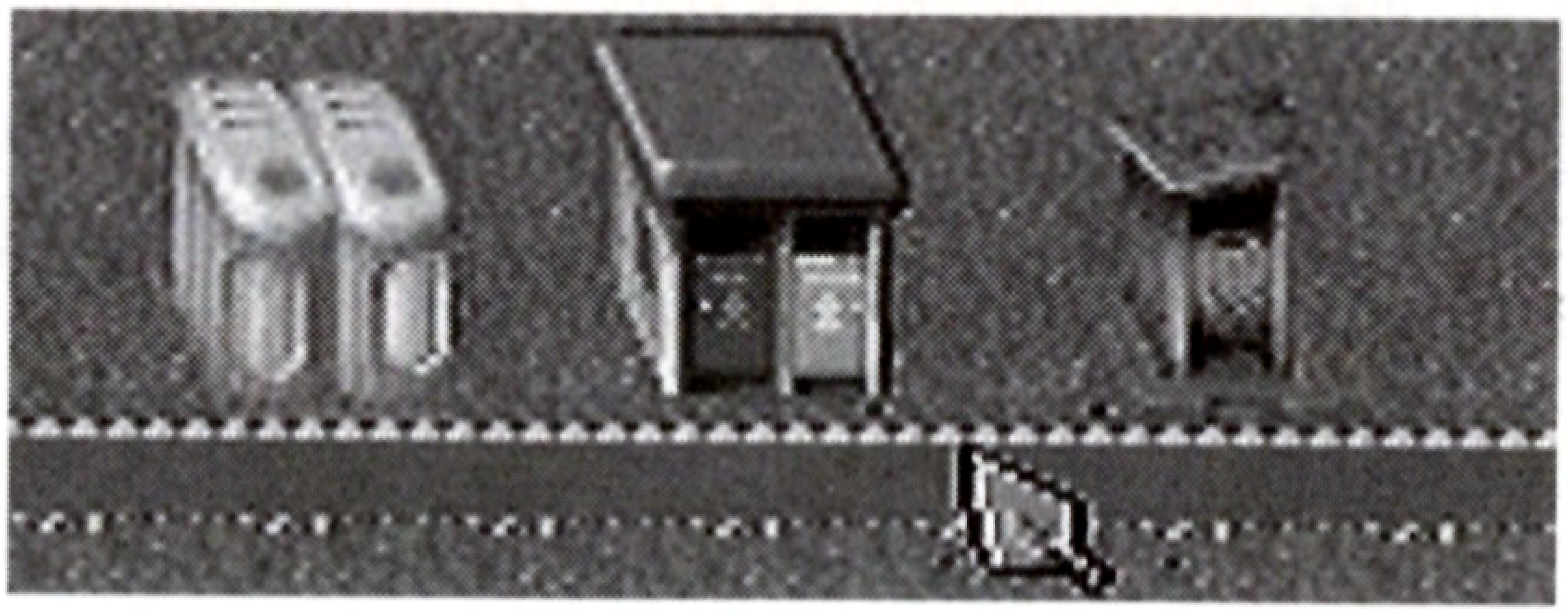
Alternatively, press ■ for the Features menu.

Highlight an item from this menu using the D-Button, then press ✖. On the Park screen, use the D-Button to choose a location and press ✖ once for every tree you want planted. If you're putting up a fence or digging a lake, press and hold ✖ then use the D-Button to scroll through the park.

- To remove any feature placed in error, highlight the offending item using the D-Button and then press ■.

Hint ☛ *Don't just ignore features such as walls. They not only brighten the place up a bit, but improve your safety record by keeping customers on the straight and narrow, preventing them from wandering into the danger zones around rides.*

Toilet Training


Super Toilet Boggy Crapper Outhouse

With all the food and drink you (hope to) sell, visitors are going to need somewhere they can off load any excess. Forget to place toilets around your Theme Park and things are going to either get very messy, or visitors will head for home the moment nature calls.

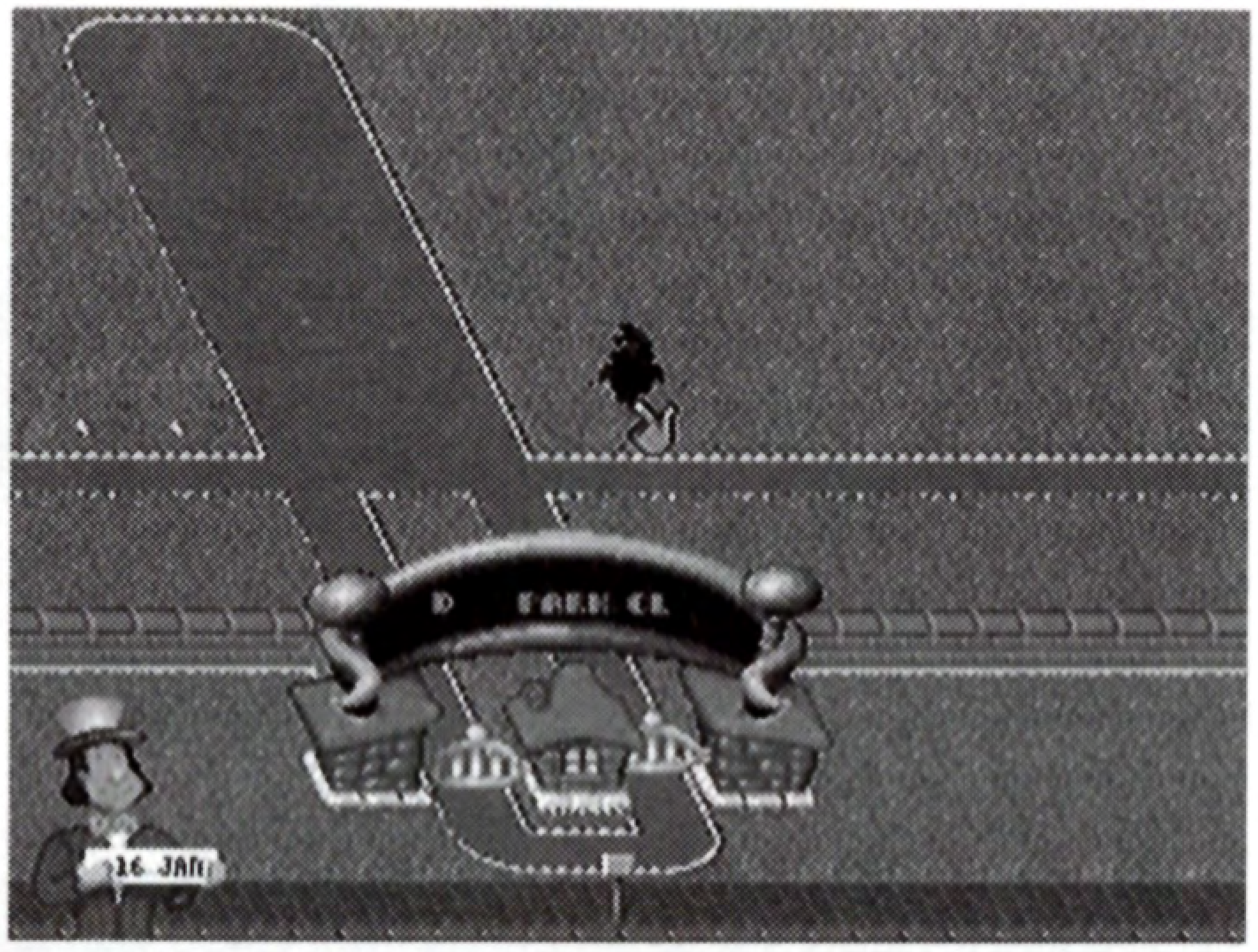
The only lavatory available from the Park Features list at first is an old, wooden outhouse; not the nicest place in the world to park your backside. Customers are rather tentative about using these, and a queue forms outside while the occupant gingerly places a protective layer of lavatory paper between flesh and toilet seat.

Woe betide the Theme Park owner who forgets to have these toilets cleaned. It isn't long before an outhouse, with its dodgy drainage and doubtful flushing mechanism, stinks to high Heaven. And if placed upwind of the queasy stomachs that often emerge from the more thrilling thrill rides, it's a recipe for disaster. First one punter loses his lunch and then a chain chunder rips through the crowd like wildfire. Before long your park's going to be about as popular as a bottle of barbecue sauce at the Three Little Pigs' house.

You can, of course, combat this by keeping outhouses properly maintained. Send handymen to clean them regularly, and should the worst happen and the vomit begin to flow make sure there are plenty of staff to mop it up.

Inject some cash into upgrading Park Features in the Research Lab (see *The Research Department* on page 58) and soon your customers are relaxing on the luxurious, hi-tech Super Toilet. This self-cleaning lavatory is so sophisticated it does everything but sing like Noel Coward to the occupant. Far from throwing up, customers are more likely to move in.

HIRING STAFF



There's no way you can offer the levels of service and satisfaction that your paying customers expect without staff. You can hire entertainers, handymen, mechanics and guards. Each have specific duties (see *People in the Park* on page 36), but they're all there to help things run smoothly.

To hire Staff:

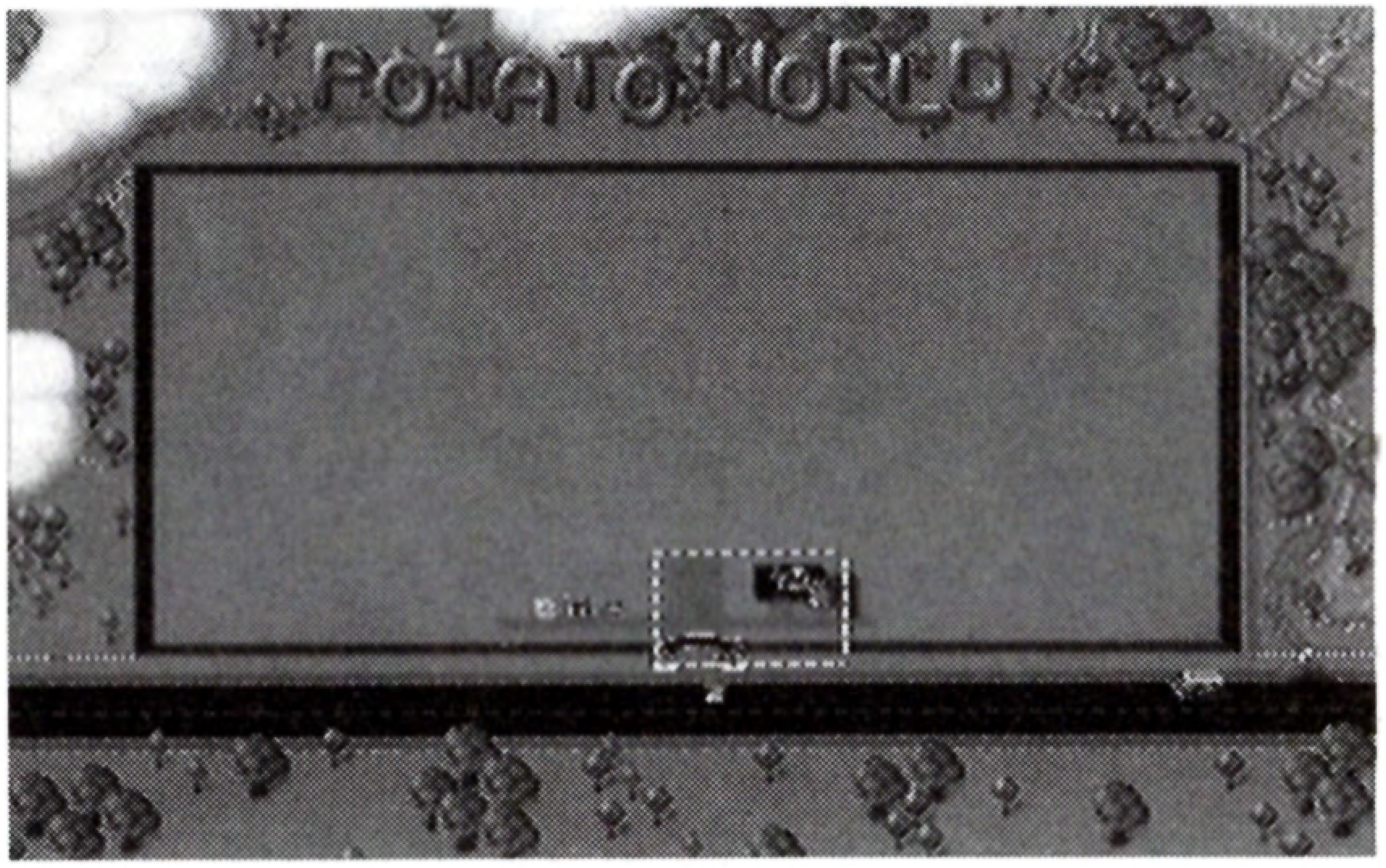
Use the D-Button to highlight the Staff icon, and then press ✖ for the Staff Purchaser screen (see *Purchaser Screens* on page 40).

Alternatively, press ■ for the Staff menu.

Highlight a staff category from this menu using the D-Button, then press ✖. On the Park screen, use the D-Button to choose a location and press ✖ once for every member of staff you want to hire.

Note ☛ *Remember that staff are an ongoing expense; the figure next to each category represents their monthly wage.*

OVERVIEW MAP



Selecting this icon brings up an overhead view of the entire park. Use the D-Button to highlight the icon and then press ✖ for the Overview screen.

To move the highlight box anywhere on the map, press the D-Button ↑/↓/←/→. Press ✖ now and you return to the Park screen at this new location.

PARK STATUS ICON

The Park Status icon's smiley face reflects the mood of the park visitors. Use the D-Button to highlight the Park Status icon and press ✖ for the Park Status screen (see *Using the Park Status Screen* on page 53).

CHECK FINANCES

Short on cash and want to get a bank loan? Or just interested in the current state of your Theme Park's finances? Highlight this icon and then press ✖; the Bank Requester screen appears (see *Bank Screen* on page 62).

Press ■ with the Bank Requester icon highlighted for the Bank Statement screen (see *Bank Screen* on page 62).

SAVING A PARK

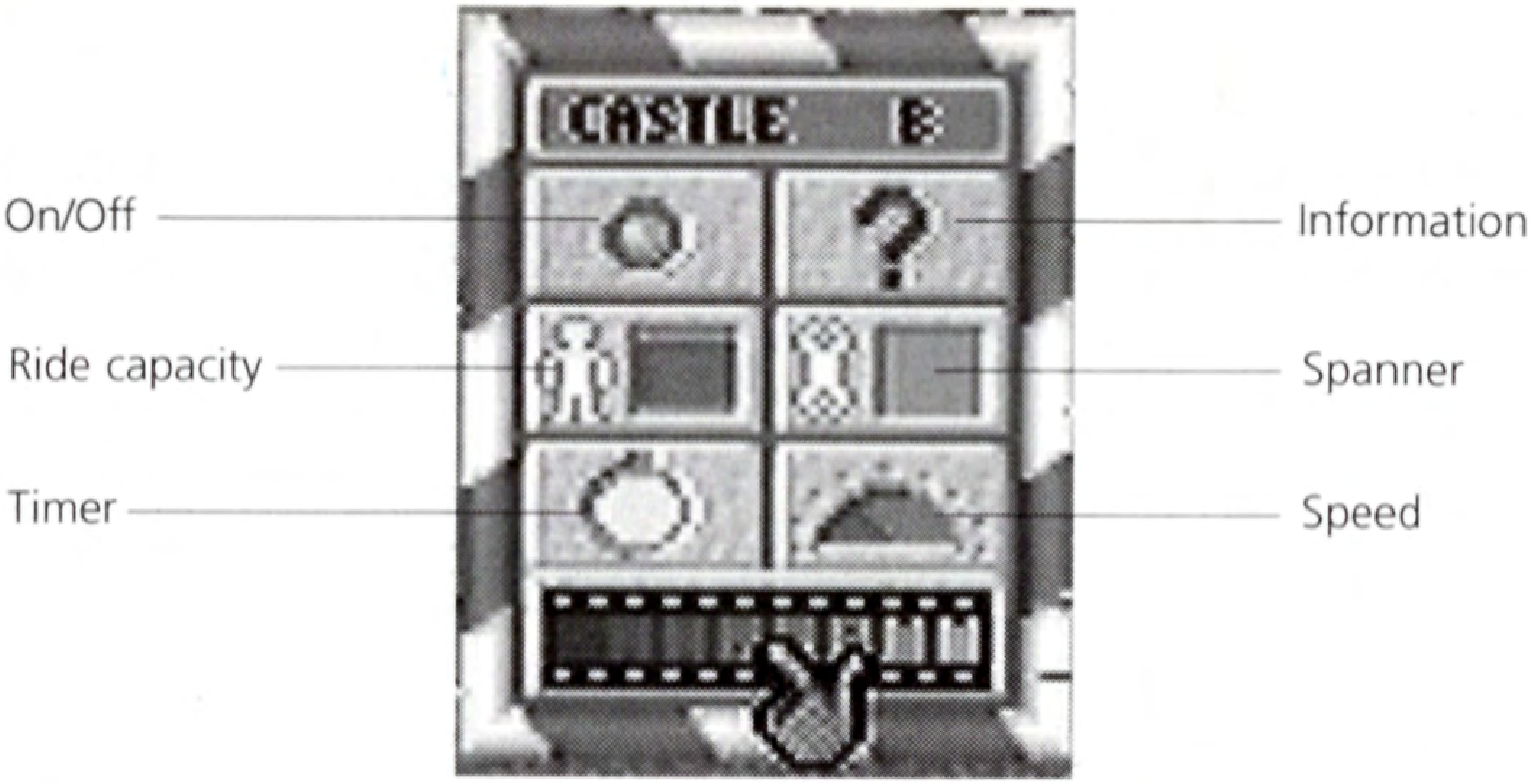
D-Button to the Save icon and press ✖ for the Save Park screen. There are five slots available; use the D-Button to highlight one and press ✖ to save the current park there. You are automatically returned to the Park screen.

Note ☛ *The amount of save game memory available in your **PlayStation game console** and the size of the park you wish to save may limit the number of save slots that can be used. To determine the amount of storage memory available, consult your PlayStation's storage manager program.*

LOADING A PARK

D-Button to the Load icon and press ✖ for the Load Park screen. There are up to five saved parks to choose from; use the D-Button to highlight one and press ✖. The park is loaded and you're automatically returned to the Park screen.

TUNE-UP MENU



D-Button to a ride, shop, or member of staff and press the **R1** button to activate the Tune-Up menu. This updates you on the status of a ride, shop or member of staff and lets you fine tune their performance.

Query a Shop and the Tune-Up icons are replaced with a bar showing the volume of stock remaining – the less green shown, the lower the stock volume.

Information – this is the only Tune-Up icon for shops and the only one common to rides, shops and staff. Use the D-Button to select this icon and press ✖ for the relevant Information screen (see *Information Screens* on page 45) and some vital facts about the status of any park utility.

Tune-Up icons specific to rides are:

Timer – the stop watch icon is filled in light blue. Highlight the icon with the D-Button and press ■ repeatedly to reduce the length of the ride; press ✖ to increase the length of the ride again.

Hint ☛ *Reducing ride length increases the number of visitors who can use the ride, although it risks their dissatisfaction. Do this only when a popular ride has a long queue to prevent people from drifting off.*

Rider icon – adjust the number of punters you can cram onto a ride before it starts. Highlight the icon using the D-Button and then press ✖ to increase the number of people on the ride, or press ■ to decrease numbers when safety levels are being exceeded. You can't exceed the ride's maximum capacity as set down on the Ride Purchaser screen.

Spanner icon – indicates how safe the ride is. The higher the red bar, the more dangerous the ride. The state of repair of a ride is also affected by the numbers using it and the ride speed. To instruct a mechanic to repair the ride, use the D-Button to highlight this icon and press ✖; a mechanic's head appears over the On/Off icon.

On/Off – turn a ride on or off by highlighting this and pressing ✖. The light changes from green to red when a ride has been stopped. The light is replaced by a mechanic's head when a ride is under repair.

Ride Speed – pressing ✖ increases the revolutions per minute of your rides. If things become a little too exciting for the ride users, retard the ride's speed by pressing ■. Changes to ride speed take immediate effect on the Park screen.

Interactive Movie – get ready for the ride of your life! *Theme Park* gives you a first-person view of the queried ride in action, complete with all the white-knuckle thrills and stomach-turning chills you'd expect from the real thing. D-Button to the movie reel icon and press ✖ to set the ride in motion.

Tune-Up icons specific to staff are:

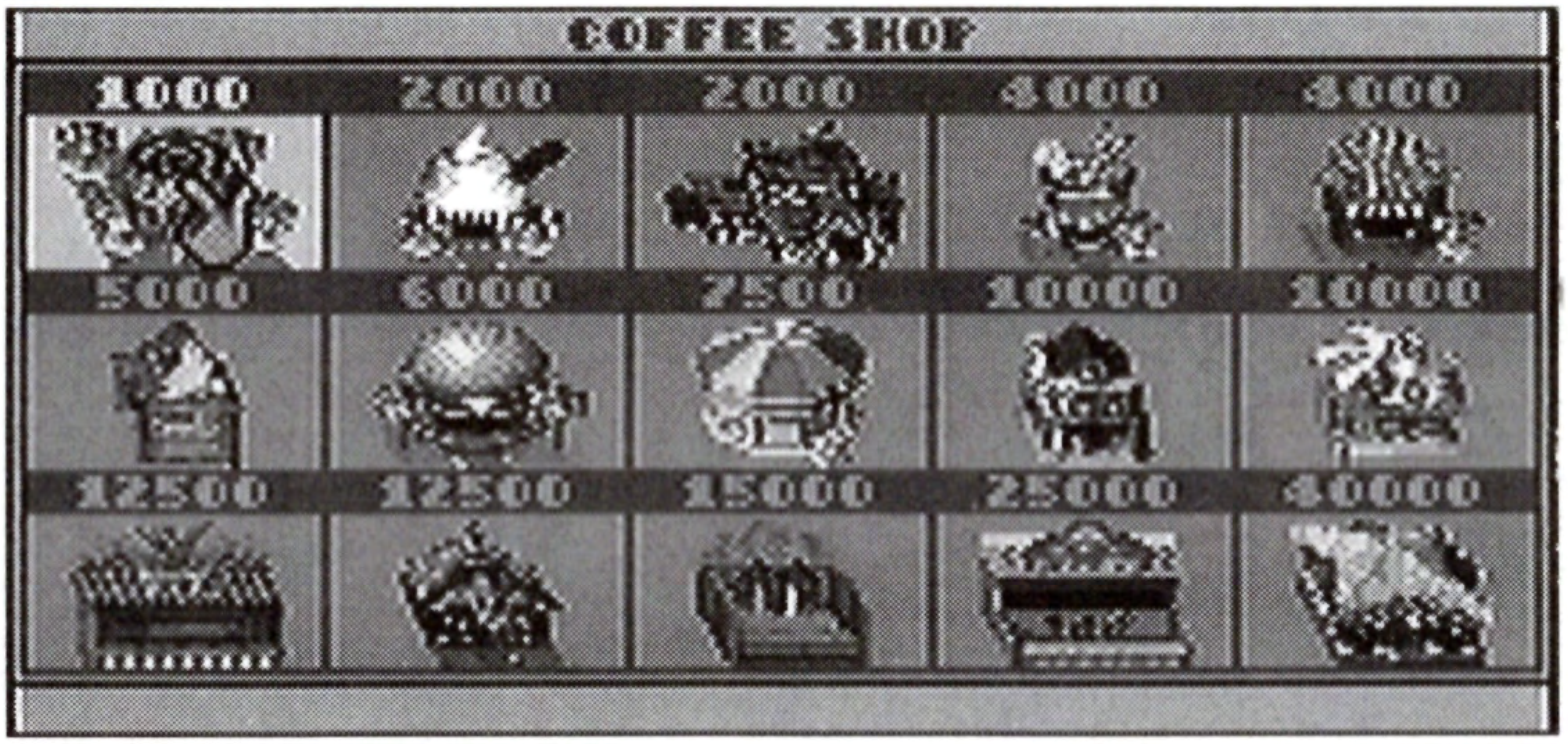
Pincer icon – with this icon highlighted, press ✖ and the cursor becomes a set of pincers with the queried staff member attached. You can now reposition the staffer anywhere in the park by pressing ✖.

Zone Route icons – set a specific route for a handyman to patrol (see *Zoning Staff Icons* on page 38).

Repair icon – for mechanics only. Press ✖ on this icon and then D-Button to highlight a ride in need of some attention. Press ✖ again to send the queried mechanic to work.

Hint ☛ *A plume of smoke indicates when a ride is on its last legs. If you don't respond quickly enough, you could send some innocent punters into orbit – there ain't no smoke without fire!*

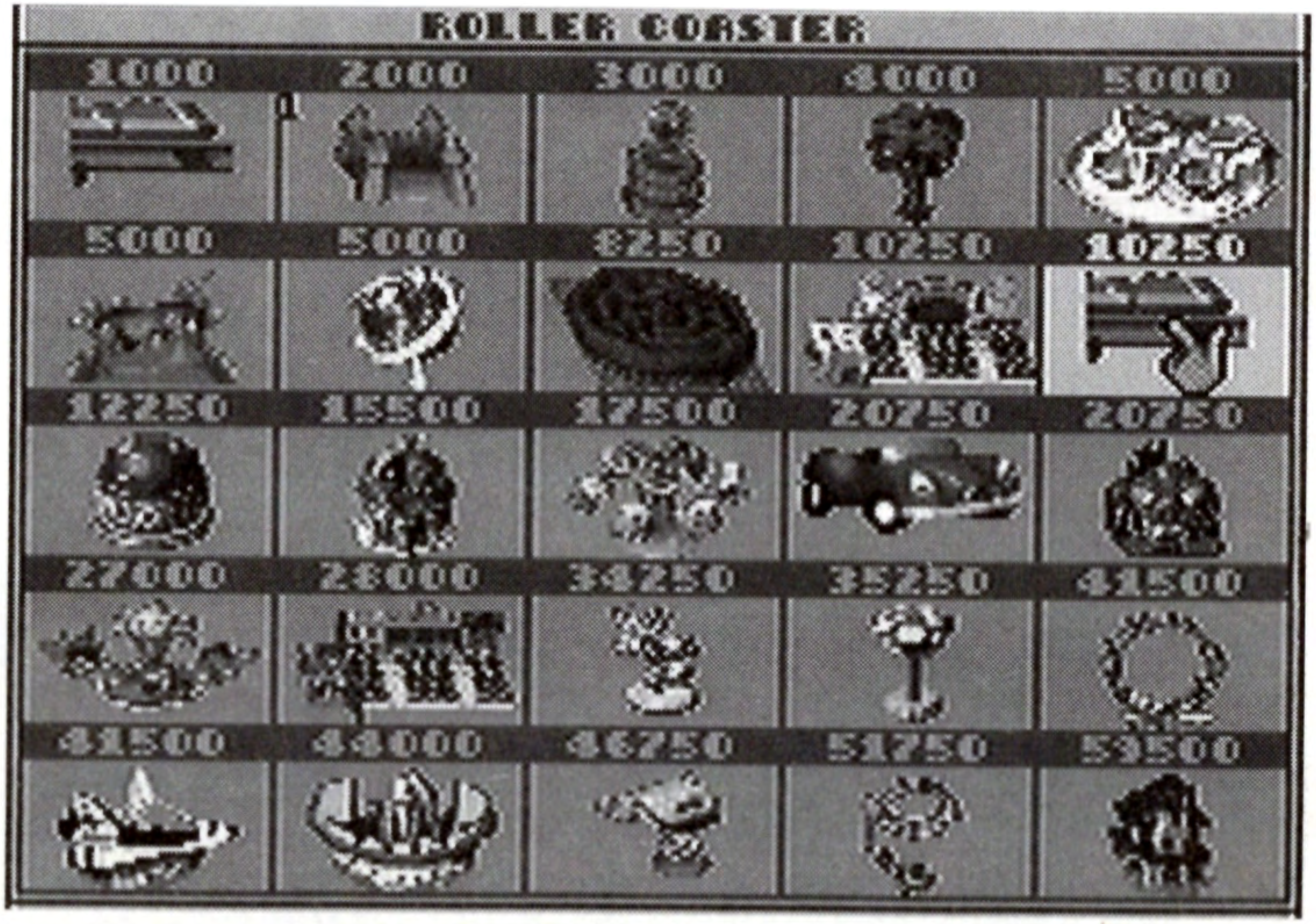
Using Quick Menus


COFFEE SHOP
1000
2000
2000
4000
4000
5000
6000
7500
10000
10000
12500
12500
15000
25000
40000

There are quick menus for paths, rides, shops, park features and staff. Use the D-Button to highlight the relevant icon and press ■ to open the quick menu.

All the amenities available to you in that category are displayed, along with the cost of purchase. As you highlight an amenity with the D-Button, its name appears at the top of the menu. Pressing ✖ selects a ride, shop, feature or staff category, and simultaneously closes the menu.

User-Definable Rides


ROLLER COASTER
1000
2000
3000
4000
5000
5000
5000
8250
10250
10250
12250
15500
17500
20750
20750
27000
28000
34250
35250
41500
41500
44000
46750
51750
59500

With User-Definable rides you get to design the ride for yourself, rather than just place it in the Theme Park. There are two kinds of User-Definable rides, Raised Track and Flat Track, and they're built using different methods.

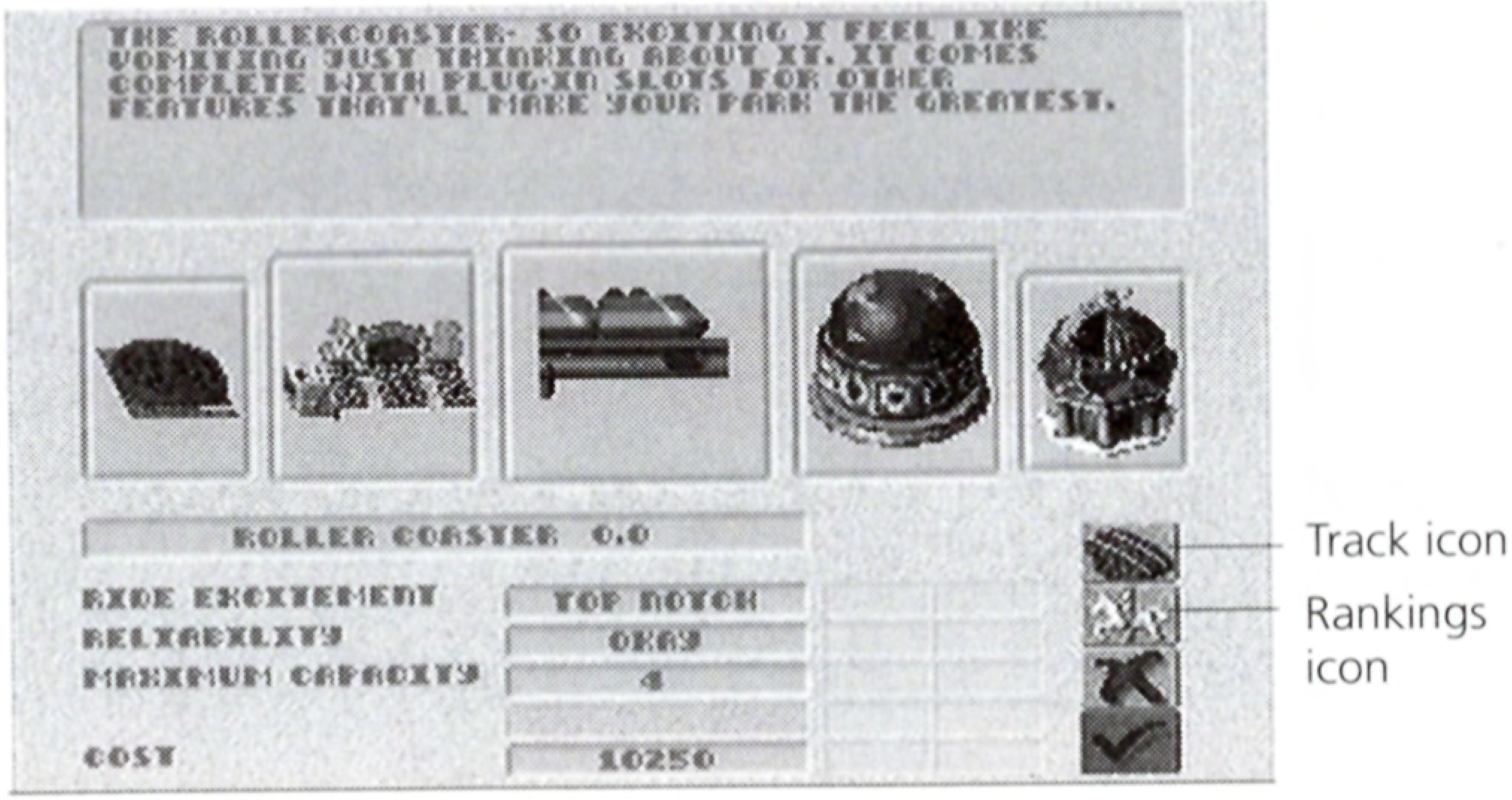
BUILDING A RAISED TRACK RIDE

The Raised Track rides are the Roller Coaster and Monorail, marked on the Rides menu by carriage icons. Use the D-Button to highlight the icon and press ✖; the first 5 sections of track appear, complete with entrance booth.

Highlight this first section of track and press ■ to change the orientation of the entrance. You can press ■ as many times as you like to rotate the first section and build your ride in a different direction. Press ✖ to lock this first section in place.

Note ☛ *You can't raise or lower the first pieces of any User-Definable ride.*

Now scroll around the park and lay down the track as if you were laying a path. Create hairpin bends or gentle curves as you see fit until you complete a circuit. Remove any rogue pieces of track that are heading in the wrong direction by pressing ■.



THE ROLLERCOASTER- SO EXCITING I FEEL LIKE VOMITING JUST THINKING ABOUT IT. IT COMES COMPLETE WITH PLUG-IN SLOTS FOR OTHER FEATURES THAT'LL MAKE YOUR PARK THE GREATEST.

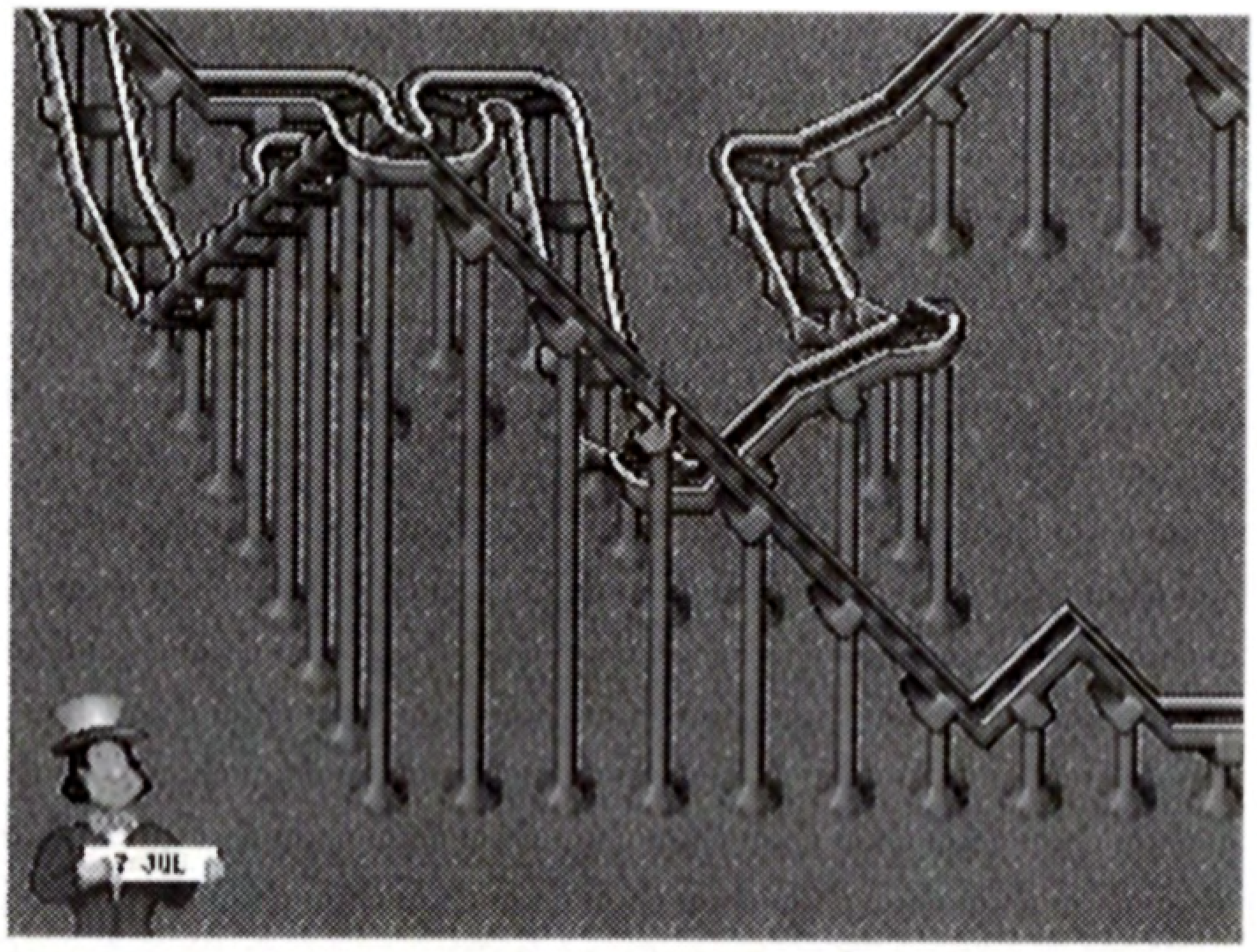
ROLLER COASTER 0.0

RIDE EXCITEMENT TOP NOTCH
RELIABILITY OKAY
MAXIMUM CAPACITY 4

COST 10250

Note ☛ If the Year End screen interrupts the construction of a Raised Track ride, you must access the Ride Purchaser screen to complete a circuit of track. Select the Track icon, and when the action returns to the Park screen you're then able to finish off your ride.

Adjusting Height



You can adjust the height of the Roller Coaster when a circuit has been completed. Use the D-Button to highlight the base of a section of track and press ✖ to elevate it one increment. Continue to press ✖ until it reaches the desired altitude.

With the base of a section of track highlighted, press ■ to reduce height one increment at a time. Pressing ■ at the lowest level removes that section altogether.

Note ☛ You can't adjust the height of the Monorail.

Modernizing Raised Track Rides

To adjust the height of the Roller Coaster after opening, you need to first stop the ride using the appropriate Tune-Up icon. You can also Research upgrades for the Roller Coaster, but again must stop the ride before you can add them.

Add-ons include loops and corkscrews. When an add-on is complete, it becomes available from the Rides menu. Highlight its icon and press ✖, then move the pointer over the ride. When you reach a section of the ride that can accommodate the add-on, its icon appears. Press ✖ to add it to the ride.

BUILDING A FLAT TRACK RIDE

Flat Track rides are the Rubber-Tubing and Race Car ride, which have their own icons. Highlight the Rides Icon and press ■ for the Quick menu, then select the desired ride. When completing a circuit of track, the entrance does not come with the first section. You must complete a circuit and then go to the Ride Purchaser and select the ride's icon. When the action returns to the Park screen you can place the entrance booth as normal.

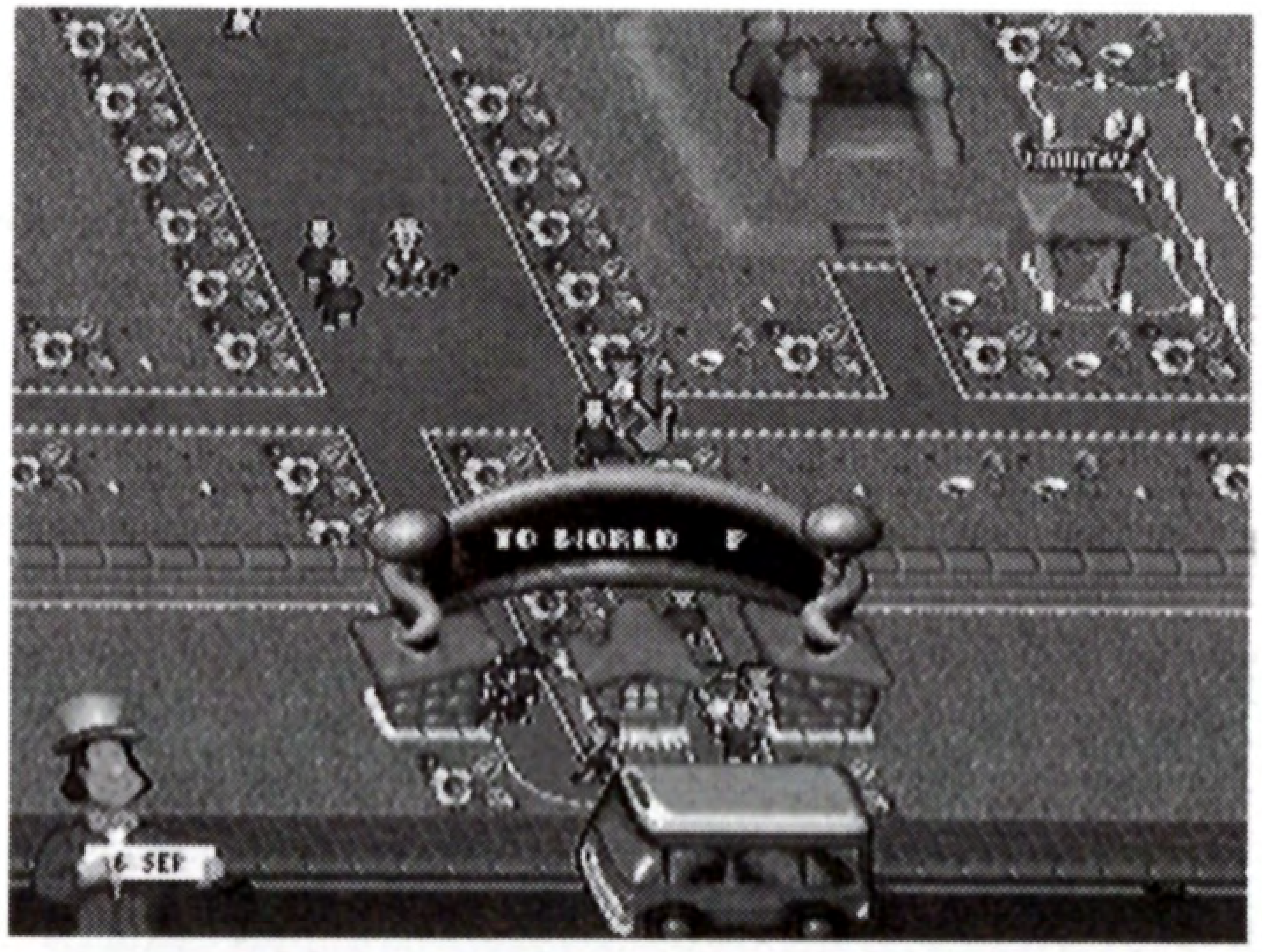
Note ☛ *When connecting any User-Definable ride to the paths network, it's important to remember that the entrance to the ride is on the right, and the exit on the left – you don't want people walking into one another as they try to get on and off your new star attraction!*

Ride Cost

The cost of User-Definable rides is calculated according to the number of sections of track used to complete the circuit, and the height to which the track is elevated.

The current cost of the ride is displayed in the text bar beneath the Tune-Up icons. Keep an eye on this figure and make sure you have the budget to cover it. Only when you open the ride to the public is the final price fixed. So you can add and take away, raise and lower sections of track to your heart's desire but are charged only for the final number used in the ride.

Open for Business



When your rides, shops and other amenities are ready and you want to start making some money, open the park and let the people flood in.

Don't just open as soon as you've laid the first path. It might seem an attractive proposition to start earning money immediately, but you only end up chasing after visitors and hurriedly providing facilities for them.

To open your Theme Park, press and hold ●, then press **START**.

To pause the game press **START** again.

*Note ☛ To adjust game speed, hold ● while pressing **L1** (to decrease) or **R1** (to increase).*

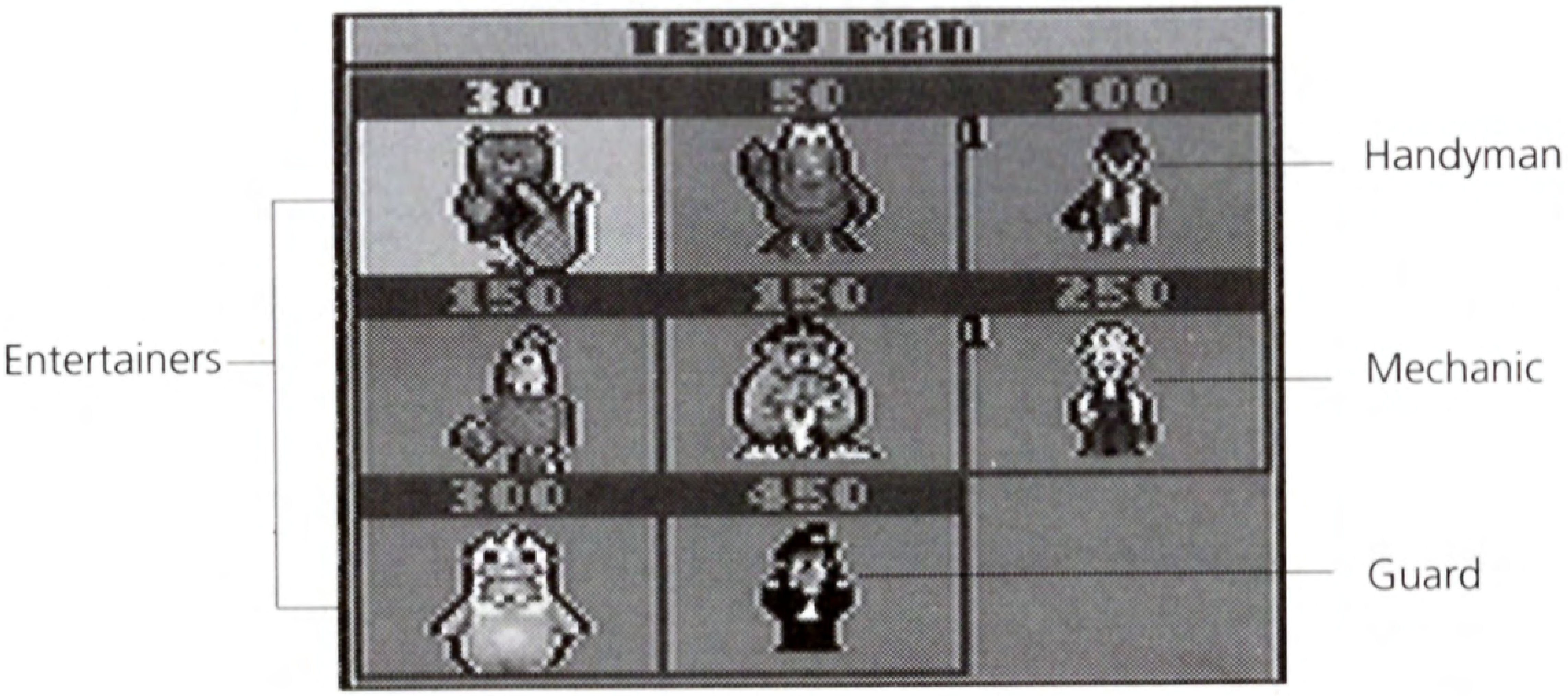
Marveling at Your Own Creation

Well, you've labored long and hard to make your park as much fun for your customers as possible. Don't you feel just an eensy-weensy bit annoyed that you've done all the work while the jolly little sprites get to enjoy it all? Well, there's a simple remedy. If you press ▲ at any time from the Park Screen, you'll be treated to a first-person perspective walk-through of your park, so you can see for yourself the customer's view of your endeavors. Who said Big Business was no fun?

PEOPLE IN THE PARK

The people that swarm around your Theme Park are divided into two basic groups: staff and customers. There's one vital difference between the two – you pay the former, while the latter pay you.

Staff



Staff are divided into four categories: entertainers, handymen, mechanics and guards.

Hint ☛ *The more your staff are paid, the more enthusiastically they work for you, so the worst member of staff is always the cheapest. If you want your park to be the best, don't be a cheapskate when it comes to hiring staff.*

ENTERTAINERS

These are Teddy Man, Shark Man, Strong Man, Chicken Man and Rhino Man. It must be sheer hell inside one of those suits and not easy to keep smiling, but that's exactly what their job entails. The more entertainers you have, the more enjoyment customers get from their visit – kids especially love them.

HANDYMEN

These are the guys who keep the park tidy. If you're after the most attractive park award, they mow the grass, and keep the place from being labeled a health hazard by picking up burger wrappers, cola cups and other assorted litter. Crucially, handymen also keep the toilets spick, span and fit for human occupation.

Hint ☛ Zoning the routes of handymen lets you use them more efficiently (see Zoning Staff Icon, *on page 38).*

MECHANICS

When a ride malfunctions it's going to become a danger unless there's a mechanic to fix it. They are responsible for maintenance of all the rides, and cordon off any sub-standard attraction before getting to work fixing it, blow-torch in hand.

Fail to have enough mechanics and your park soon gets a reputation for unreliability, damaging visitor numbers and gate receipts. Mechanics can be difficult to motivate into responding quickly and are often at the center of any industrial dispute, but they're essential to the smooth running of your Theme Park.

To repair a ride:

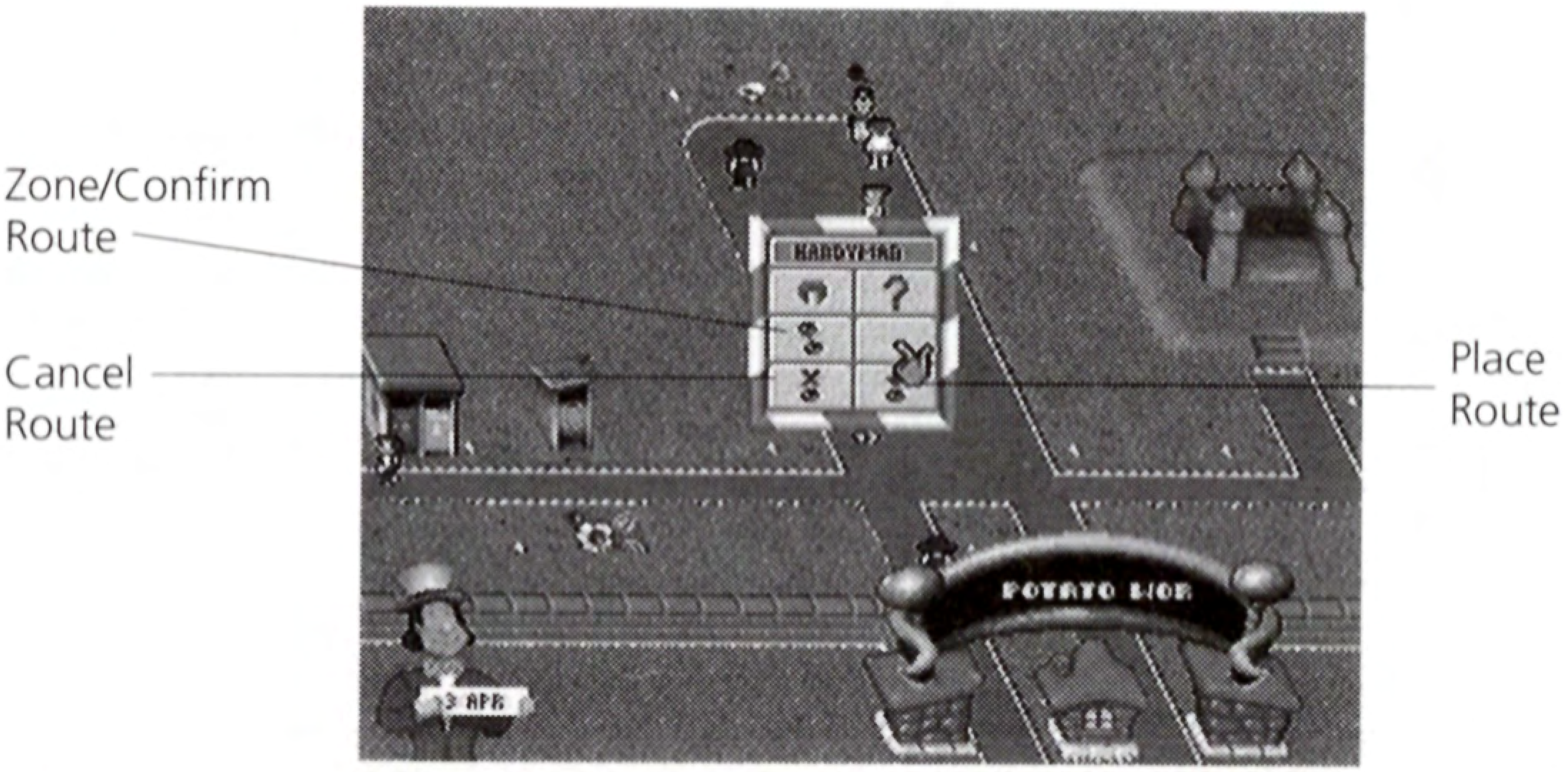
Query a mechanic and use the D-Button to highlight the Repair icon from the Tune-Up menu; press ✖ and the cursor becomes a spanner. Now D-Pad to the broken ride and press ✖; watch as a highly skilled mechanic rushes to repair it. You can also Query the ride itself, and then select the Spanner icon from the Tune-Up menu.

Hint ☛ It's extremely important to look after your rides. If the worst happens and one actually explodes, not only are the people using it sent into low orbit (and after that, they're likely to sue) but land damaged by the exploding ride cannot be built on again.

GUARDS

You may think everything is going to be sweetness and light in your Theme Park, but think again. If you're lucky enough to be so successful that customers pour in, you're going to need someone to take care of crowd control, re-directing lost visitors onto the right path. If you're unlucky and attract the wrong crowd, these are the guys responsible for forcibly removing troublemakers from the premises.

ZONING STAFF ICONS



Zone the routes patrolled by handymen to make the most of your money.

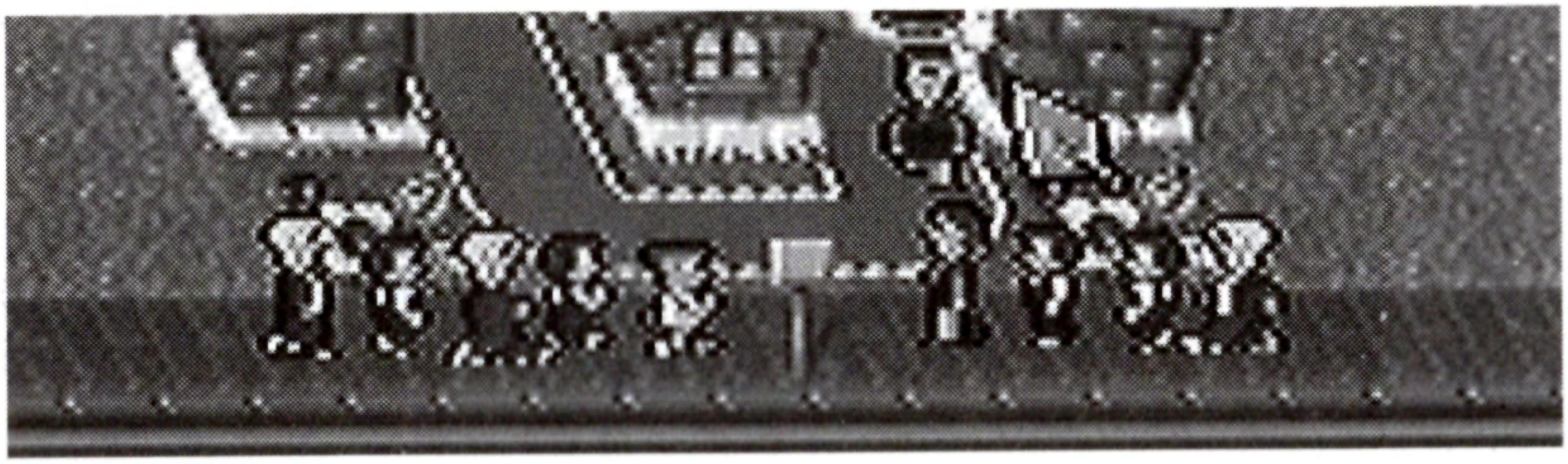
To zone routes:

After employing a new handyman, D-Button to the Zone Route icon in the Tune-Up menu, then press ✖ to activate the Place Route and Cancel Route icons. Highlight Place Route and press ✖; the zoning highlight appears. Now D-Button along the area of path you want your handyman to patrol. Finally, Confirm Route by highlighting this icon and pressing ✖.

- To undo any zoning either now or at a later date, simply highlight the zoned area as above, select the Cancel Route icon and then press ✖.

Hint ☛ Remember that you can't have too clean a park. You need to hire a handyman for every two or three shops that you open.

Customers



The whole point of all this effort is to attract as many customers to your park as possible, and to make sure that they're having such a good time they don't notice how much money they're spending on rides, refreshments and souvenirs.

Customers come in all shapes and sizes, but you can alter the age range of the people attracted to your Theme Park. The bigger and faster the thrill rides, the more youngsters are going to appear, but if you make the rides too death-defying, a rabble of thrill-hungry bikers could move in. On the other hand, if the rides are more sedate you begin to notice white hair and walking frames among the park's visitors. (For details on adjusting ride speed, see *Tune-Up Menu* on page 27.)

THUGS

When you see a bike load of heavies heading for the park, prepare for a rough ride. They do everything possible to ruin the day for the rest of your customers. They pop balloons, steal food, beat up entertainers and smash rides. Leave them too long and they get in touch with their Hell's Angel pals and before you know it, the park's overrun.

The only way to rid the park of this nuisance once it's arrived is to hire some guards to forcibly eject troublemakers from the premises. However, it's no use just stationing guards at the park entrance, as thugs can only be thrown out once they've committed an offense.

Hint ☛ *Hell's Angels are attracted to parks with a bad reputation for cleanliness and no guards, to avoid problems with them by keeping your park up to scratch.*

CONSUMER ASSOCIATION REPS

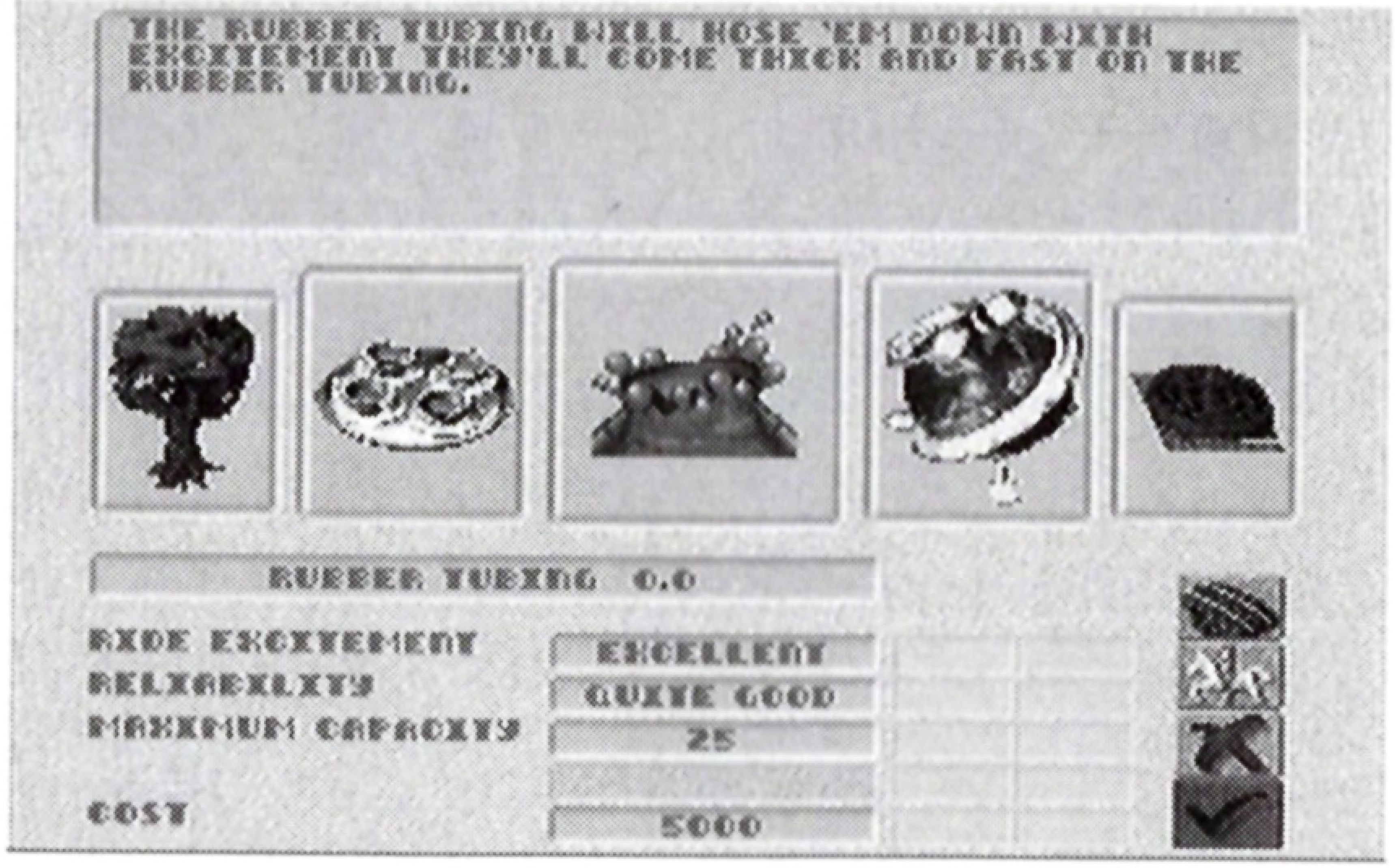
If your park is developing a bad reputation, whether it be for high prices or poor quality, spies from a consumer association infiltrate to check the place out. They can be spotted by a sharp-eyed park owner by the official consumer association clipboards they refer to as they exit every ride. To beat the rap, make sure all the shops and rides they use are reasonably priced and in perfect working order. That way they eventually leave the park satisfied.

For information on recognizing and responding to your customers' demands, see *Using The Park Status Screen,* page 53.

PURCHASER SCREENS

There are Purchaser Screens for Rides, Shops, Staff and Park Features. Press the **L1** button to bring up the Icon menu and then use the D-Button to highlight the relevant icon. Now press ✖ to bring up the Purchaser Screen.

Ride Purchaser



THE RUBBER TUBING WILL HOSE 'EM DOWN WITH EXCITEMENT THEY'LL COME THICK AND FAST ON THE RUBBER TUBING.

RUBBER TUBING 0.0

RIDE EXCITEMENT: EXCELLENT
RELIABILITY: QUITE GOOD
MAXIMUM CAPACITY: 25
COST: 5000

- To scroll through the available rides, press the D-Button ←/→.

Use the D-Button ↑/↓ to select a Purchaser screen icon.

The Ride Purchaser tells you:

Ride Name & Version Number.

Ride Excitement – boost this for extra thrills or slow it down and ensure reliability.

Reliability – the less reliable the ride, the more often it's going to be shut down for costly repairs.

Maximum Capacity – the more potential users, the shorter the period spent queuing and the happier your customers are kept.

Cost – anything from 2,000 to 200,000. The cost of a ride is deducted at the month end, so if you change your mind and remove a ride before a month is up, you don't pay a penny.

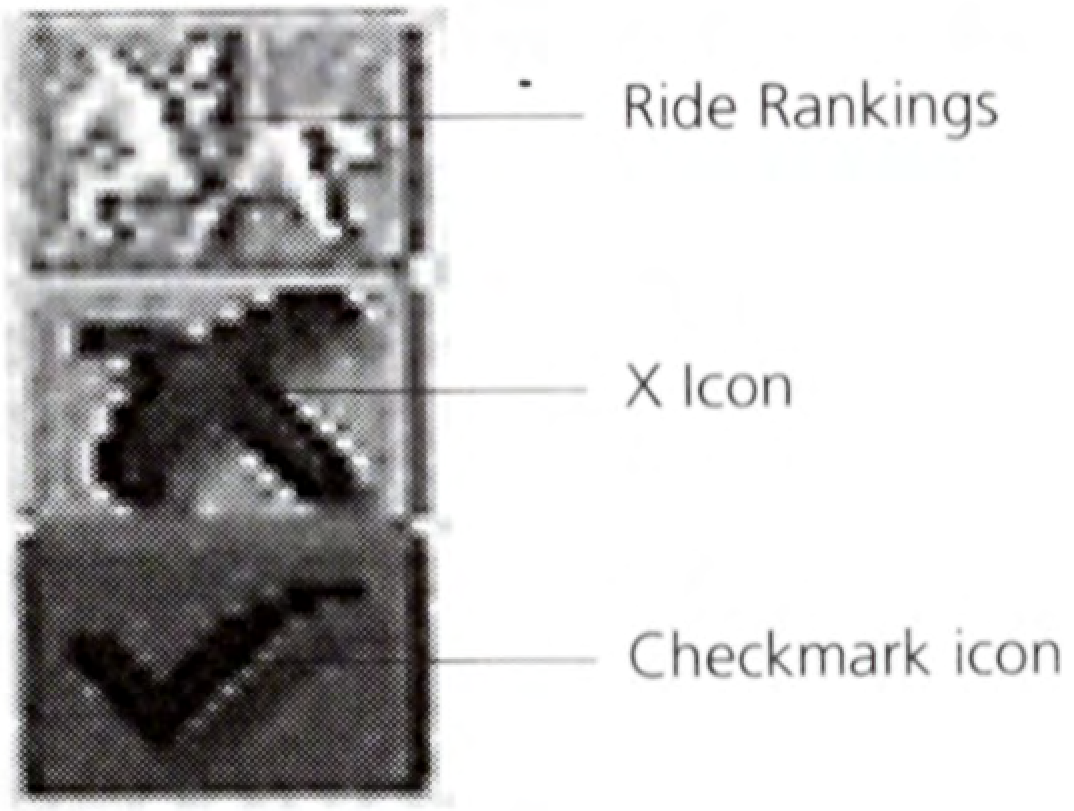
PURCHASER SCREEN ICONS

Running down the right side of the Purchaser Screen are various icons. Select using the D-Button and press ✖ for further details.

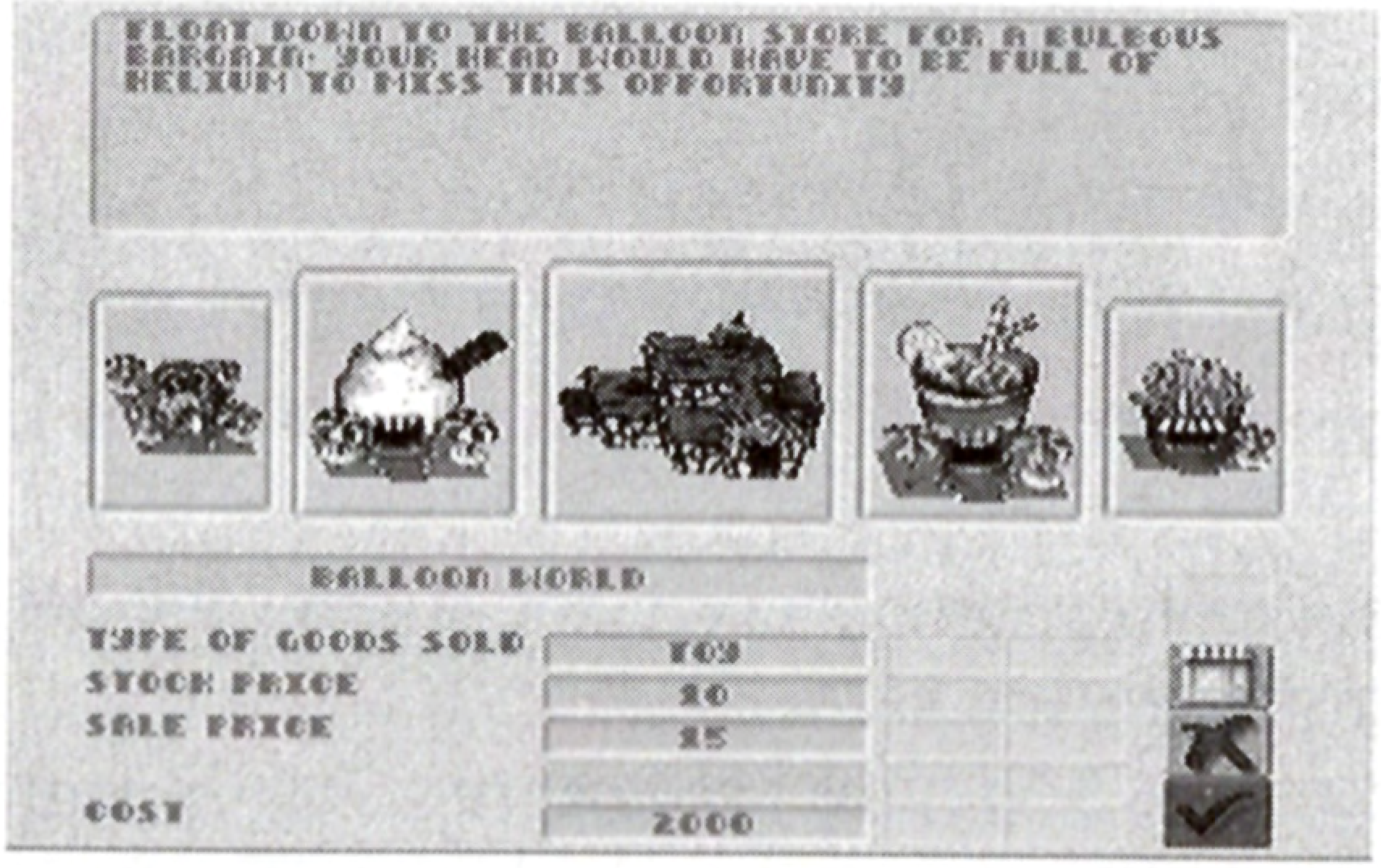
Ride icon – pressing ✖ takes you to the Rankings screen, where all your current rides are ranked and rated (see *Ranking Screens* on page 51).

✖ icon – returns you to the Park screen without picking the selected ride.

Checkmark icon – returns you to the Park screen with the chosen ride attached to the pointer.



Shop and Side Show Purchaser



FLOAT DOWN TO THE BALLOON STORE FOR A BULBOUS BARGAIN: YOUR HEAD WOULD HAVE TO BE FULL OF HELIUM TO MISS THIS OPPORTUNITY

BALLOON WORLD

TYPE OF GOODS SOLD TOY
STOCK PRICE 10
SALE PRICE 15
COST 2000

This contains much the same information as the Ride Purchaser and is operated in exactly the same way. However, it has different categories of information:

Type of goods sold – burgers from the burger stand, fries from the fries stand, novelties from the novelty shop. Get the idea?

If the highlighted shop is a side show, this category is Addictiveness.

Stock price – the cost to you of the stock held by the shop.

If you're eyeing a side show, this category tells you the value of the prize.

Sale price – the price at which you sell stock to the public. The difference between these two is your profit margin.

Cost – what the shop or side show will cost you to open in the first place.

For your delectation, here's a list of all the shops which could eventually be available after sufficient investment in Research (see *The Research Department* on page 58):

The shops with an asterisk (*) beside them need to be restocked at the Stock screen from time to time (see *Stock Screen* on page 56).

Arcade, Balloon World, Big Time Burger,* Big Time Fries,* Coconut Shy, Coffee Shop, Duck Shoot, Gun Shoot, Mr. Walley Ices,* Novelty Shop, Pokey Cola,* Race Track, Saloon, Steak Restaurant, Tin-can Alley

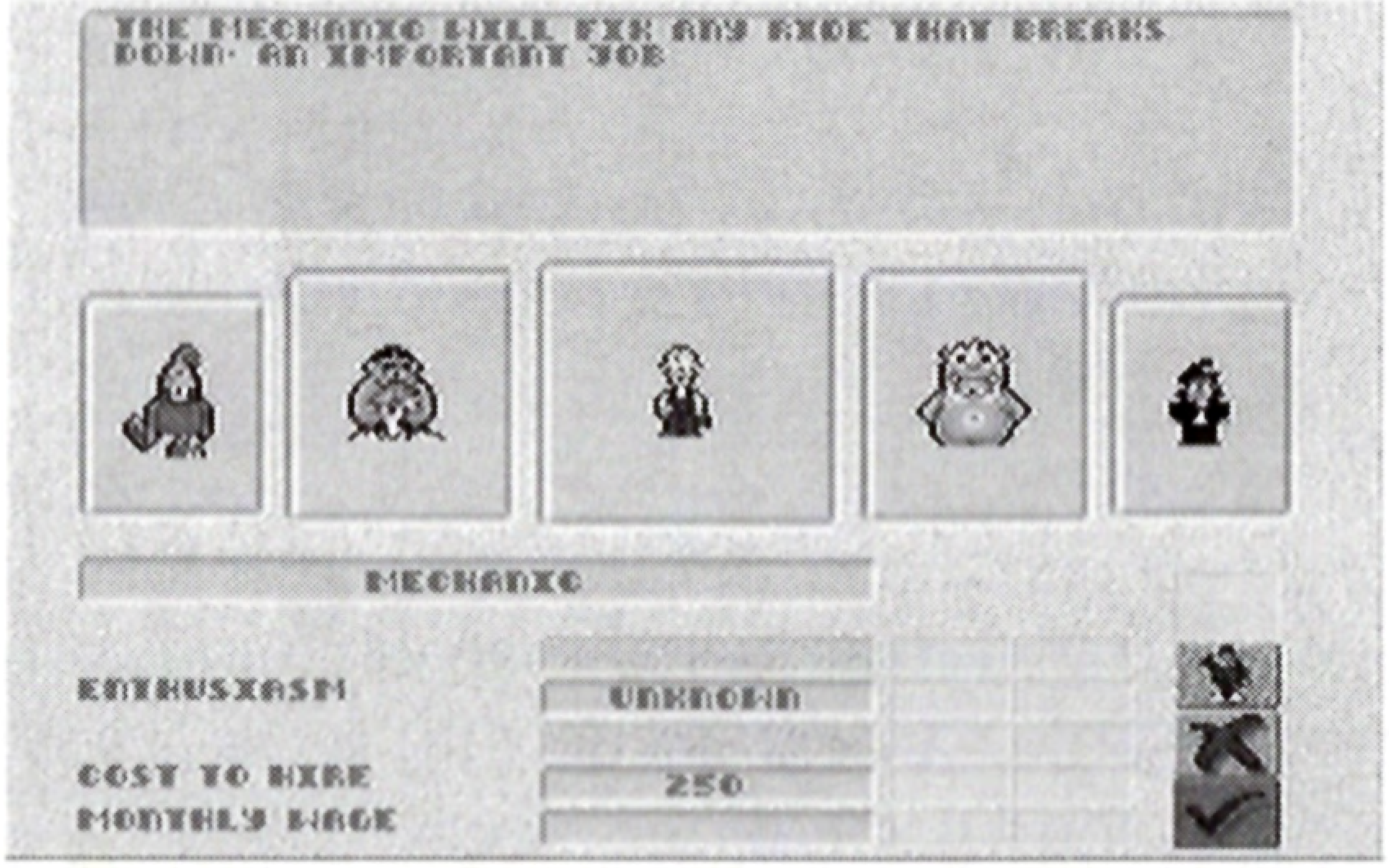
Hint ☛ The key to maximizing profit from food and drink shops is the adjustable category each one contains. Check out the Information screen section for details.

SIDE SHOWS

If you're not careful you could end up paying through the nose for your side shows. But in the finest traditions of showmanship, you can also cheat and turn them into nice little earners. To do this, reduce the probability of a punter winning at the Information screen. This increases the amount of glue keeping the coconuts in their shy, and adds a few nails to the bottom of the cans in tin can alley (see *Information Screens* on page 44).

Hint ☛ To offset any disappointment customers might feel at the slim chances of victory, increase the value of the prize offered.

Staff Purchaser



THE MECHANIC WILL FIX ANY RIDE THAT BREAKS DOWN. AN IMPORTANT JOB

MECHANIC

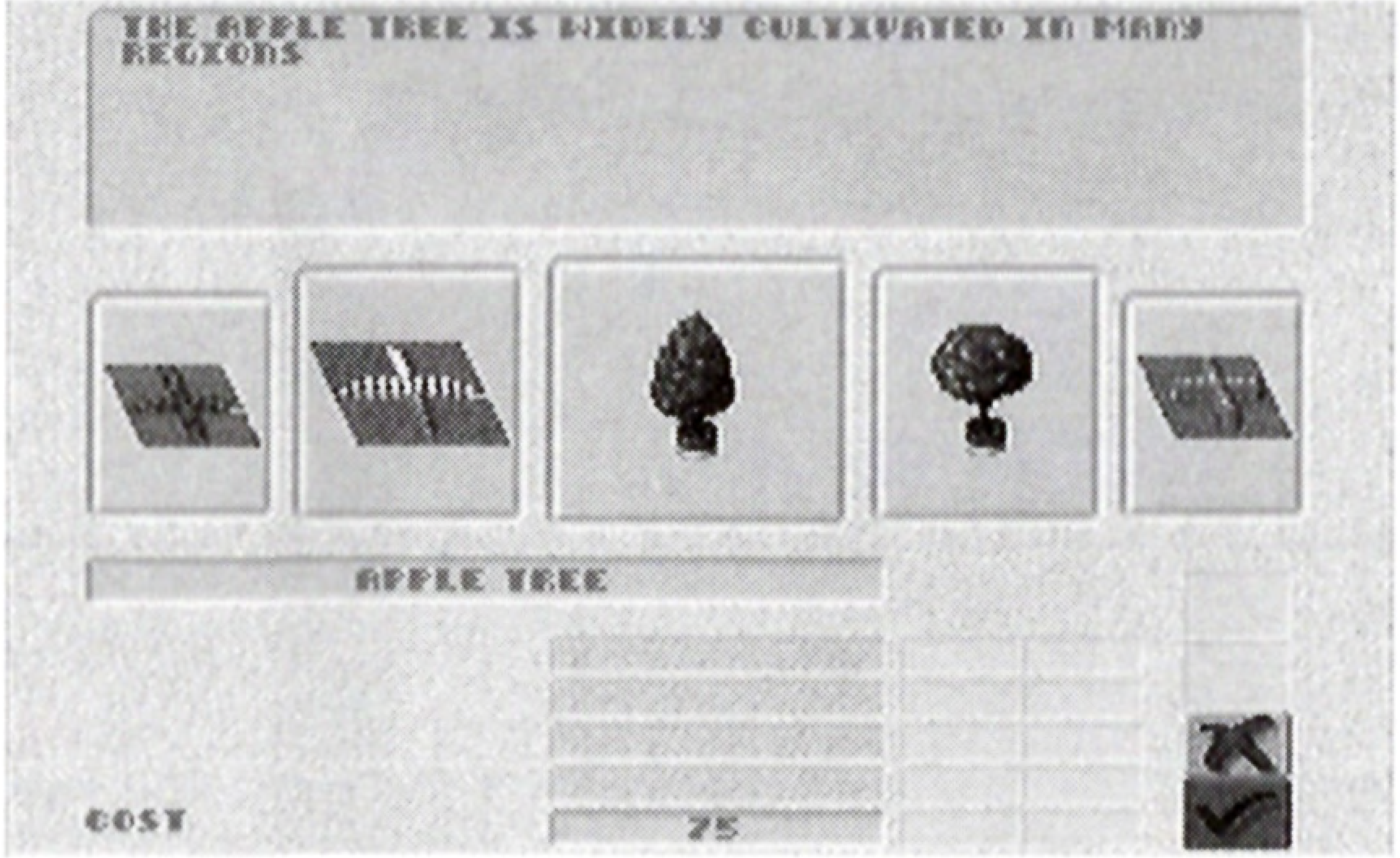
ENTHUSIASM UNKNOWN

COST TO HIRE 250

MONTHLY WAGE

Along with a brief description, the cost to hire is displayed here. Seems cheap? Well, this is also his monthly wage!

Features Purchaser



THE APPLE TREE IS WIDELY CULTIVATED IN MANY REGIONS

APPLE TREE

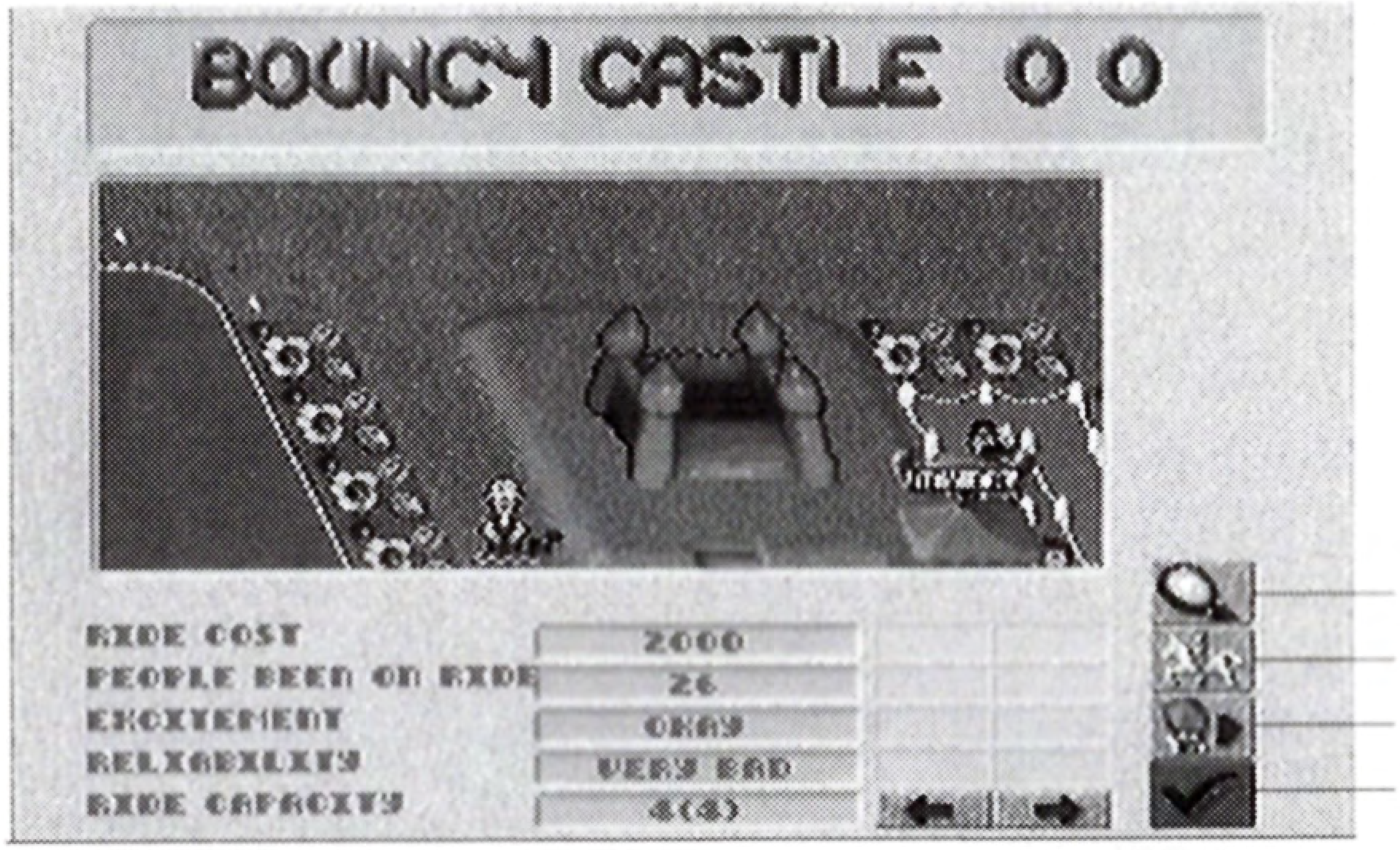
COST 75

Only categorizes Park Features according to the different costs involved.

Here's a list of all the Park Features with which you can eventually decorate your Theme Park (once enough money has been spent on Research):

Apple Tree, Birch Tree, Boggy Crapper, Castle Wall, Center Fountain, Lake, Lamp Post, Oak Tree, Orange Tree, Outhouse, Palm Tree, Privet Hedge, Rose Bush, Spooky Tree, Super Toilet, Tropical Bush, Tree Stump Fence, Weeping Tree, White Fence

Information Screens



BOUNCY CASTLE 0 0

RIDE COST	2000
PEOPLE BEEN ON RIDE	26
EXCITEMENT	OKAY
RELIABILITY	VERY BAD
RIDE CAPACITY	4(4)

Select the Information icon from the Tune-Up menu with the D-Button and then press ✖; the relevant Information screen appears. There are Information Screens for all rides, shops, the various toilets, staff and customers.

RIDE INFORMATION SCREEN

The categories of information available are:

Ride Cost – the amount you have to cough up to buy the ride.

People Been On Ride – the total number of park visitors who've used the ride. If it's a popular item, it might be worth buying another one.

Excitement – a thrill or a bore? Here's where you find out the score.

Reliability – assess how much work you can get from a ride before it needs repair.

Ride Capacity – increase this with the **L1** button, decrease with the **R1** button.

The icons on the right of the Ride Information screen are:

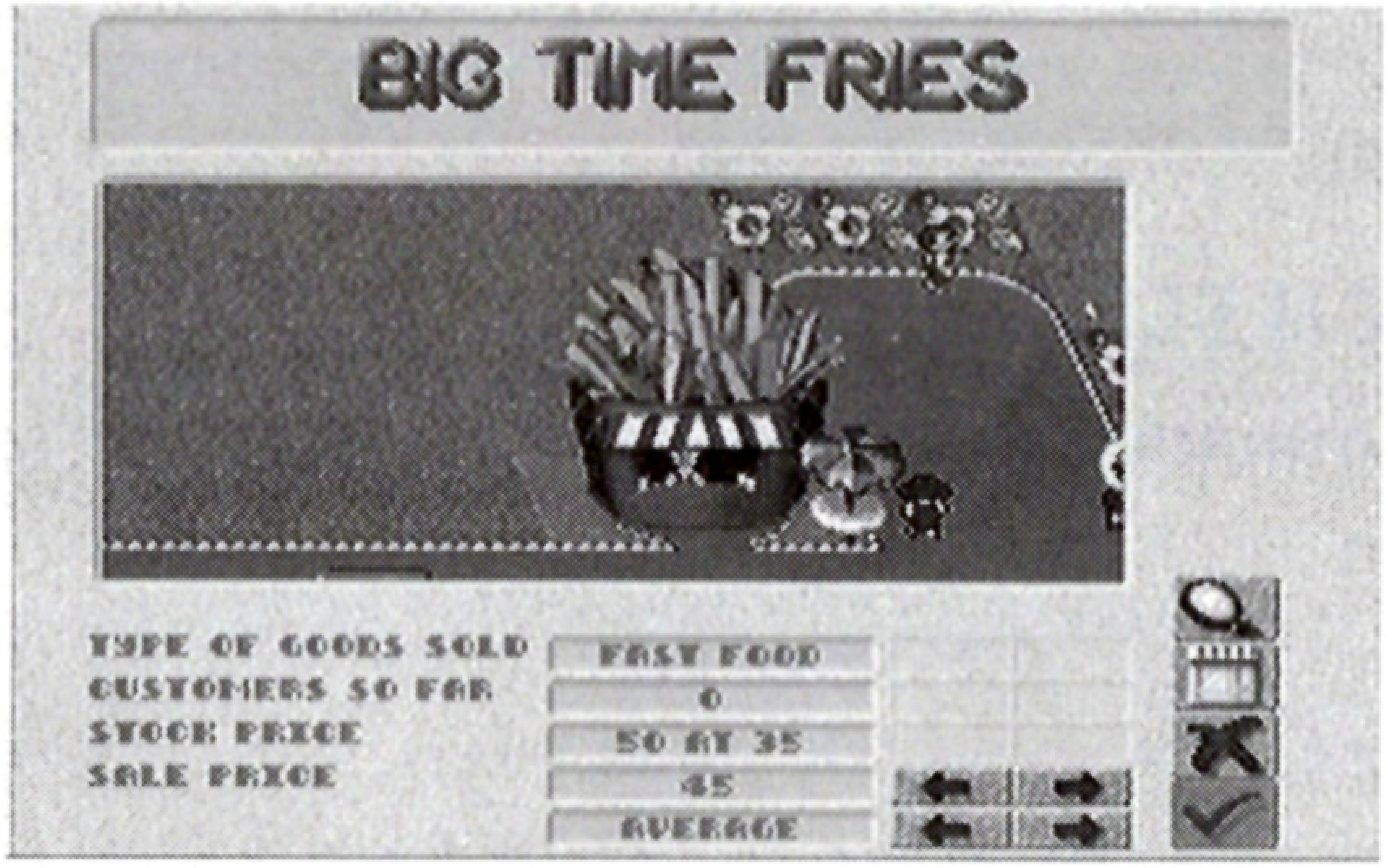
Go To icon – highlight this and press ✖ to center the Park screen on the Queried ride.

Ride Rankings – press ✖ for the Ride Rankings screen, where you can compare the performance of your park's rides (see *Ranking Screens* on page 51).

Move Entrance icon – reposition the entrance to a ride by selecting this icon and pressing ✖. The view returns to the Park screen, where you can more effectively place the ride's entrance and exit.

Checkmark icon – press ✖ here and it's back to the Park screen.

SHOP INFORMATION SCREEN



TYPE OF GOODS SOLD FAST FOOD
CUSTOMERS SO FAR 0
STOCK PRICE 50 AT 35
SALE PRICE 45
AVERAGE

At the Shop Information screen you can find out:

Type of goods sold – to be frank, it should be pretty obvious from the name of the shop.

Customers so far – just how popular are those burgers, fries, novelties, etc.

Stock price – when you still have some stock, the two figures tell you the number of items and what each cost you. When you're all out, you're just given the unit cost for replacement stock.

Sale price – raise and lower the cost to the consumer with the **L1** and **R1** buttons.

Food shops also have a unique category which allows you to alter food quality in the quest for greater profits. Use the **L1** and **R1** buttons to change the following:

Big Time Burger – increase the amount of fat in the burgers to reduce your costs. As the burgers are less filling, you might benefit from repeat purchases, or customers might find them so revolting they'll refuse to buy another on principle.

Big Time Fries – pour extra salt onto fries and improve drinks sales.

Pokey Cola – more ice means less cola in the carton, and lower overheads.

Mr. Walley Ices – increase the amount of sugar in the ice cream to get the kids coming back for more.

Coffee shop – hike up the amount of caffeine in your coffee to give drinkers a buzz and get them moving around your Theme Park more quickly.

The icons on the right of the Shop Information screen are:

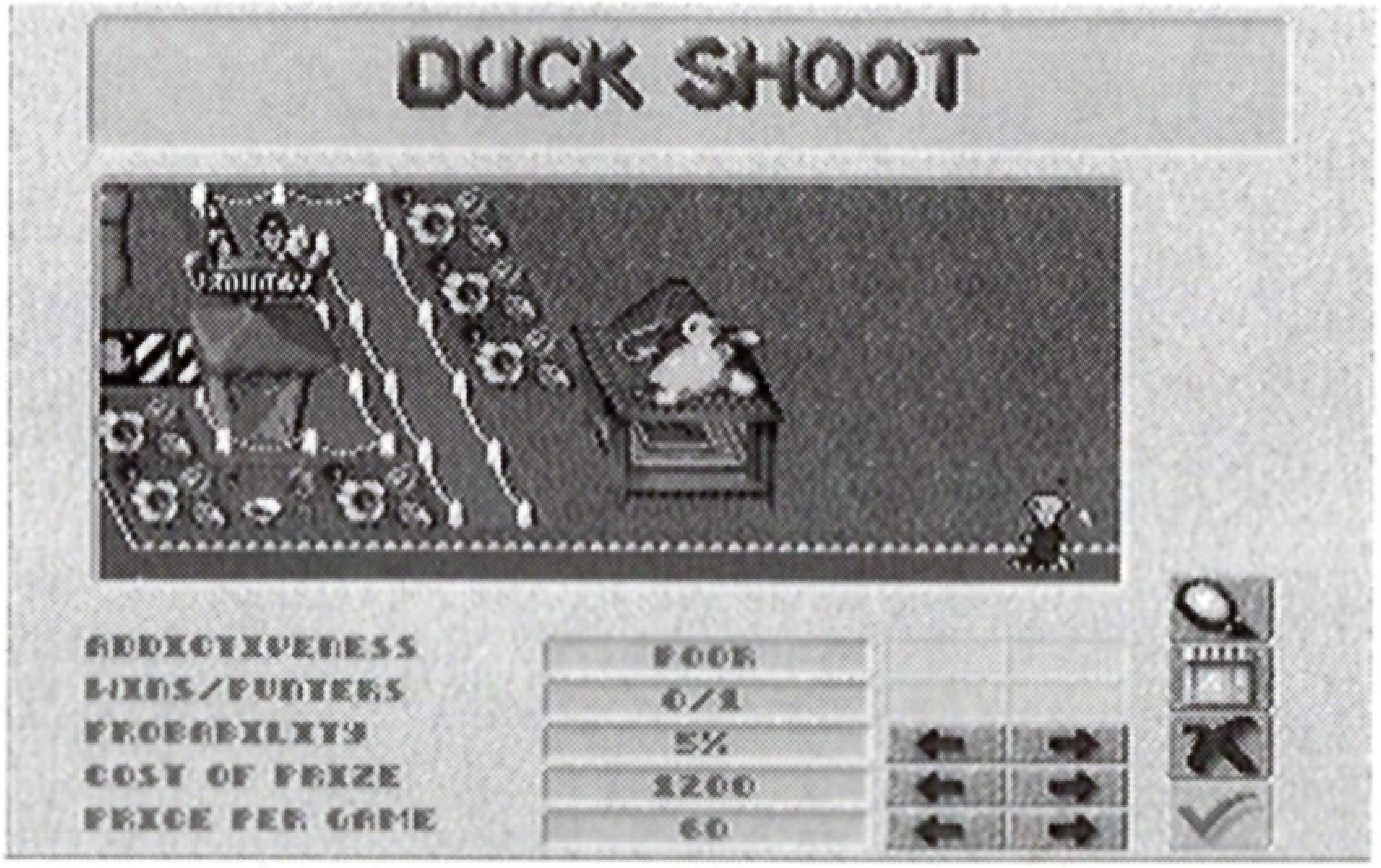
Go To icon – press ✖ here to center the Park screen on the Queried shop.

Shop Rankings – press ✖ for the Shop Rankings screen, where you can compare the performance of your park's shops (see *Ranking Screens* on page 51).

✖ icon – return to the Park screen without taking into account any adjustments.

Checkmark icon – return to the Park screen with adjustments intact.

SIDE SHOW INFORMATION SCREEN



ADDICTIVENESS POOR
WINS/PUNTERS 0/1
PROBABILITY 5%
COST OF PRIZE 1200
PRICE PER GAME 60

Side shows have separate categories of information:

Addictiveness – will the punters keep coming back for more? Find out here.

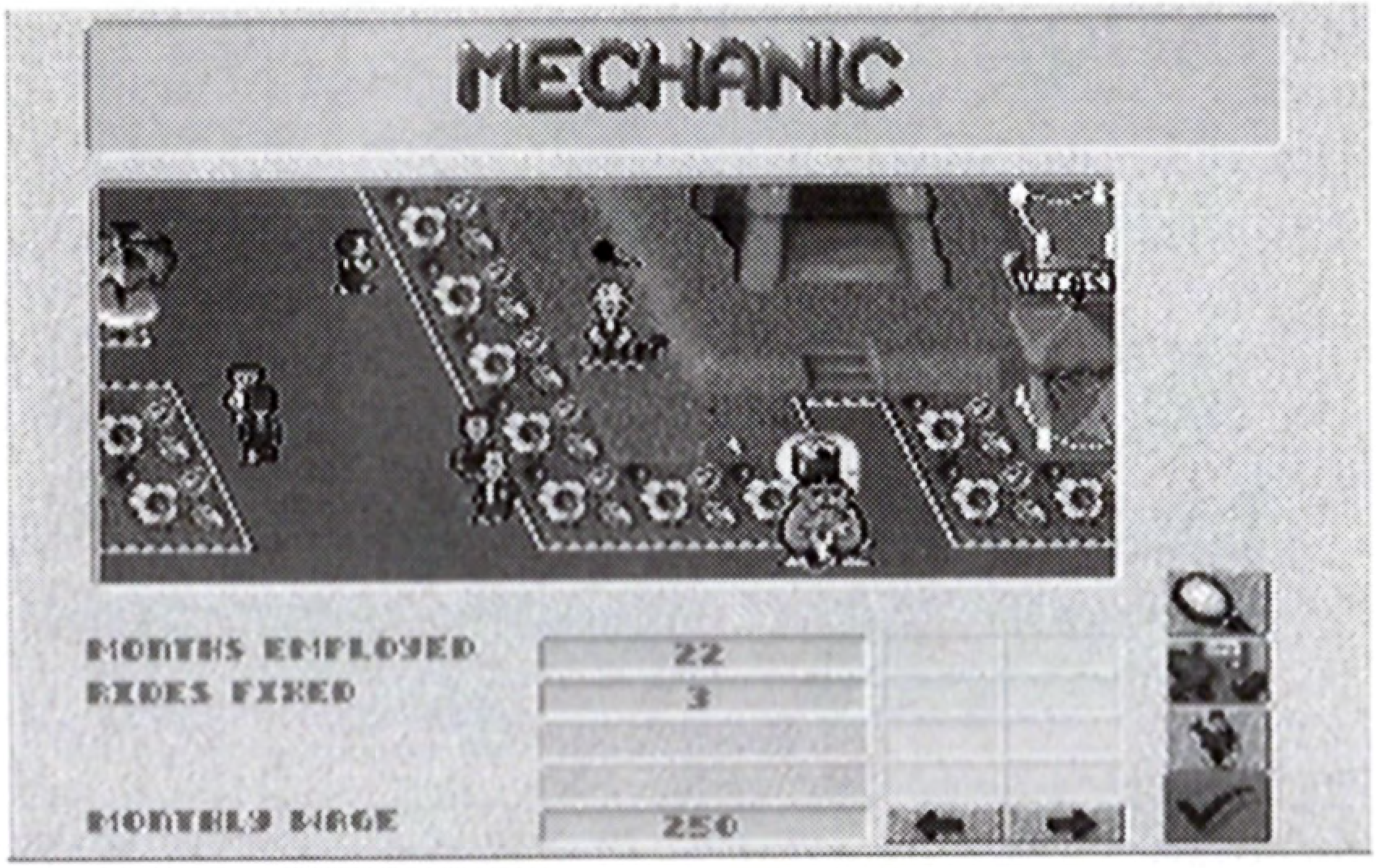
Wins/punters – the number of people who've played who've been winners.

Probability – use the **L1** and **R1** buttons to increase and decrease the chances of a win.

Cost of prize – combine with the probability factor, and decide between lots of little wins or a few big wins. Use the **L1** and **R1** buttons to adjust this figure.

Price per game – a really addictive side show can be a nice little earner, especially if you raise the price to an unacceptable level. Use the **L1** and **R1** buttons to adjust the price.

STAFF INFORMATION SCREEN



MECHANIC

MONTHS EMPLOYED 22

RIDES FIXED 3

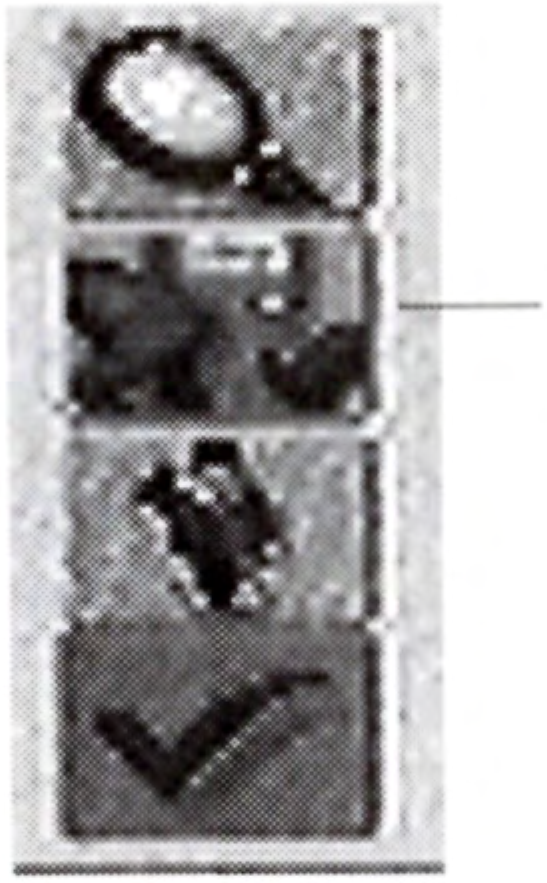
MONTHLY WAGE 250

The categories of information available here are:

Months employed – how long has this dead-beat been on the payroll?

Monthly wage – adjust this with the **L1** and **R1** buttons.

The icons on the right are:



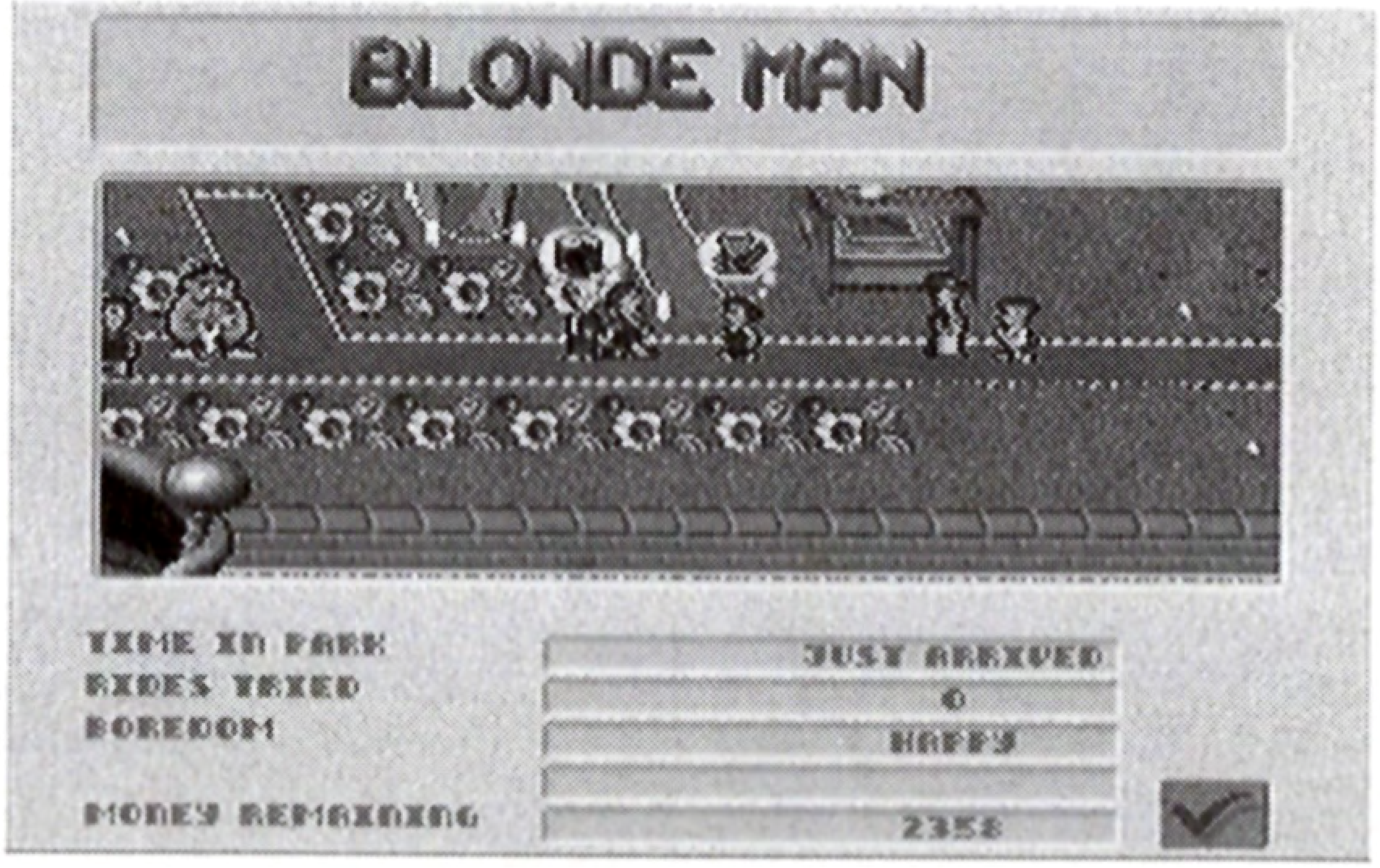
Go To icon – press ✖ here to center the Park screen on the queried staff member.

You're Fired icon – show ineffectual workers the door, and give them a helping boot through it, by selecting this icon and pressing ✖.

Staff Rankings – press ✖ here for the Staff Rankings screen, where you can compare the performance of your park's employees (see *Ranking Screens* on page 51).

Checkmark icon – use this icon to return to the Park screen, where all adjustments take immediate effect.

CUSTOMER INFORMATION SCREEN



BLONDE MAN

TIME IN PARK JUST ARRIVED
RIDES TAKEN 0
BOREDOM HAPPY
MONEY REMAINING 2358

At the top of the screen is the (often unflattering) customer name.

The information available on each punter is as follows:

Time spent in park – hours, minutes or days? The longer, the better.

Rides taken – if the number's low, it's because the rides are too full or difficult to get to.

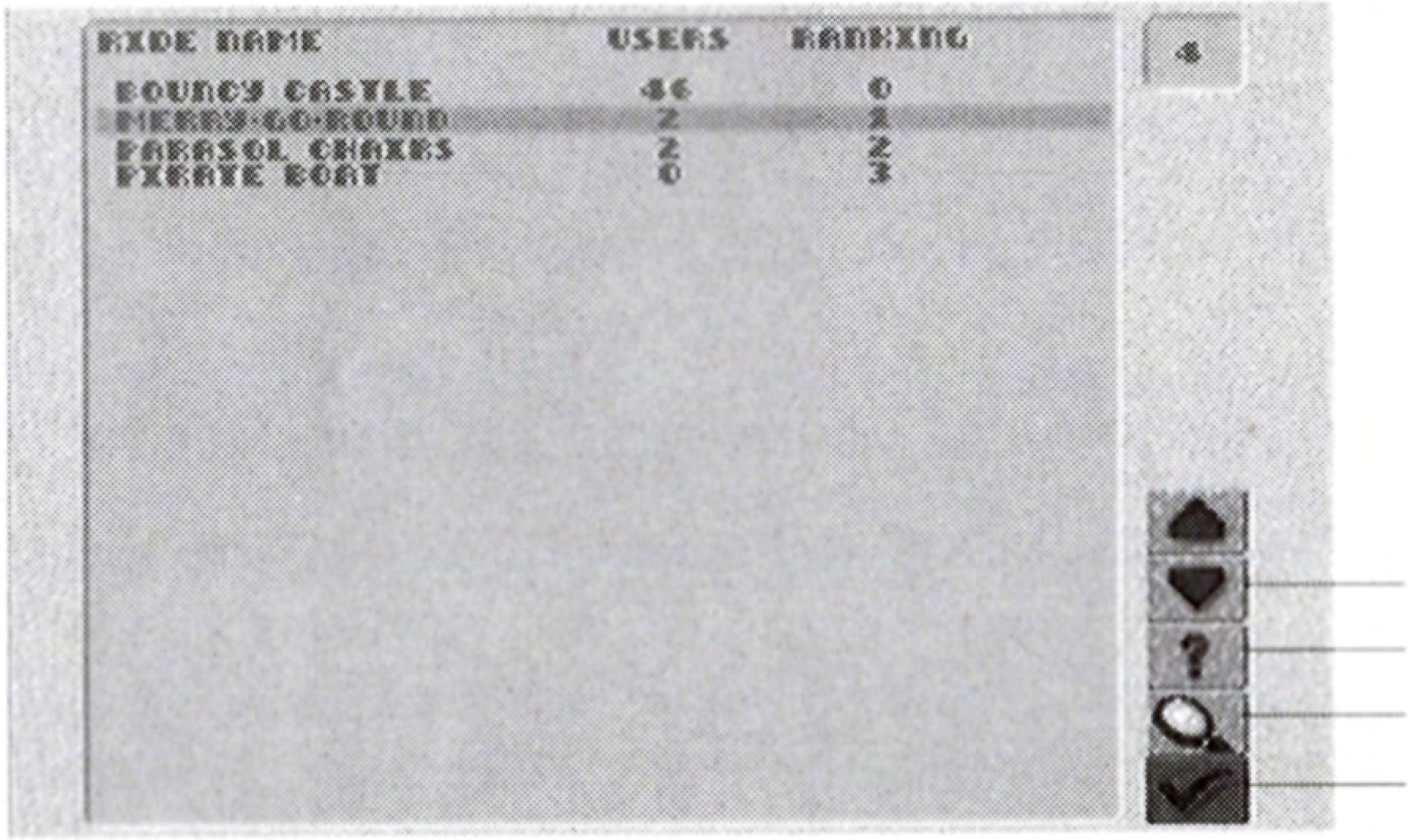
Boredom – this is key. If there's one place on Earth you expect to be wide-eyed with excitement, it's a Theme Park. If your customers aren't, it's time to act.

Money remaining – customers can arrive with up to 2,000 burning a hole in their pocket. Don't let them leave with much of it remaining.

Hint ☛ *When you query a customer and they still have plenty of cash left, respond to their immediate thoughts (see* Thought Bubbles *on page 54) and milk them of every penny.*

Checkmark icon – press ✖ here to return to the Park screen.

Ranking Screens



RIDE NAME	USERS	RANKING
BOUNCY CASTLE	46	0
MERRY-GO-ROUND	2	1
PARASOL CHAIRS	2	2
PIRATE BOAT	0	3

Scroll arrows

Information

Go To icon

Checkmark icon

Use the D-Button to select the Ranking icon on the Information screen and then press ✖; the Ranking screen appears.

RIDE RANKINGS

Here all the rides in your park are listed and rated.

Ride Name – the name of the ride. Duh.

Users – number of punters that have used the ride.

Ranking – rated according to popularity among the park's visitors.

The icons on the right side of the screen allow you to switch between ride, staff and shop information.

Select either the up or down arrow with the D-Button, and press ✖ to scroll through the list.

Select the Information icon and press ✖ for the Information screen.

Go To icon – highlight a ride, etc. from the list and then press ✖ to jump to this ride on the Park screen.

Highlight the Checkmark icon and press ✖ to return to the park.

STAFF RANKINGS

On the Staff Rankings screen workers are rated according to:

Working – how hard a member of staff is working. As with all percentages, it's 0–100%.

Wage – however little you're paying them, you're going to think it's too much.

The icons on the right of the Staff Rankings screen work as per the Ride Rankings screen.

SHOP RANKINGS

This ranks shops according to:

Shop Name – not a tricky one.

Profit – which of your retail outlets is making you the most money.

Sales – volume of sales. If you're still only turning a tiny profit, it's time to increase prices.

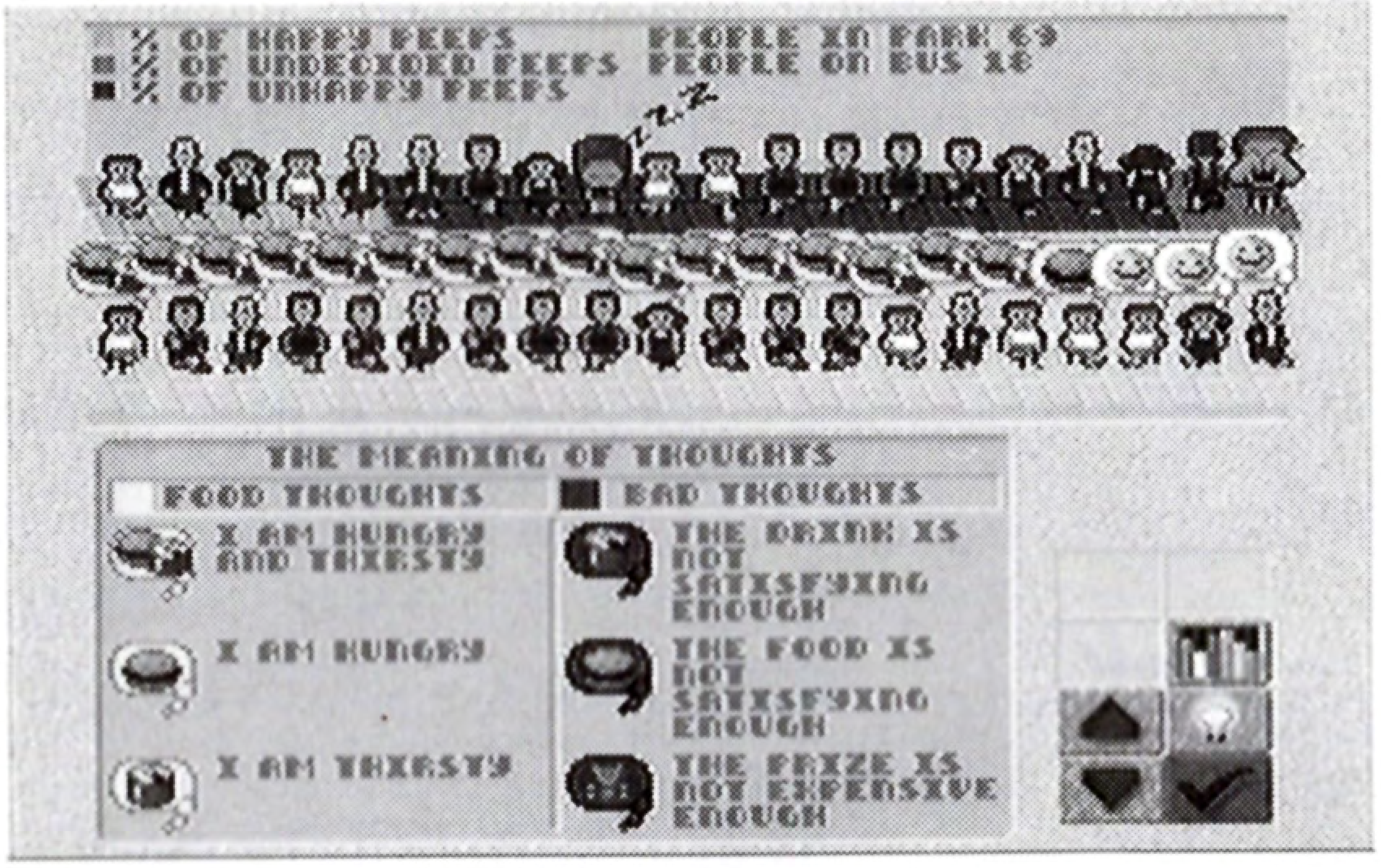
Takings – the amount of money the cash registers have rung up.

The icons on the right of the Shop Rankings screen work as per the Ride Rankings screen.

DEVELOPING YOUR PARK

It's not as if you haven't enough to be going on with at Sandbox level (see *Your Player Details* on page 8), but Sim level introduces a whole new set of challenges. Now you're required to control the development of your park, responding to consumer needs and controlling spending on stock and research. There are tricky negotiations with staff and suppliers to conduct – mess those up and it could cost you.

Park Status Screen


% OF HAPPY PEEPS
% OF UNDECIDED PEEPS
% OF UNHAPPY PEEPS
PEOPLE IN PARK 69
PEOPLE ON BUS 18
Z.Z.Z
THE MEANING OF THOUGHTS
FOOD THOUGHTS
BAD THOUGHTS
I AM HUNGRY AND THIRSTY
I AM HUNGRY
I AM THIRSTY
THE DRINK IS NOT SATISFYING ENOUGH
THE FOOD IS NOT SATISFYING ENOUGH
THE PRIZE IS NOT EXPENSIVE ENOUGH

The Park Status screen is key to understanding the needs of your customers. If you don't keep them happy your park isn't going to last too long.

To access the Park Status screen:

At the Park screen, press the **L1** button to open the Icon menu. Use the D-Button to highlight the Park Status icon and then press **✖**; the Park Status screen opens.

USING THE PARK STATUS SCREEN

At the top of the screen are two rows of little peeps. The back row shows the % of happy visitors, the % of undecided visitors and the % of unhappy visitors, with a key to the different colors. When more people leave your Theme Park dissatisfied than happy, take it from me you're in a heap of trouble.

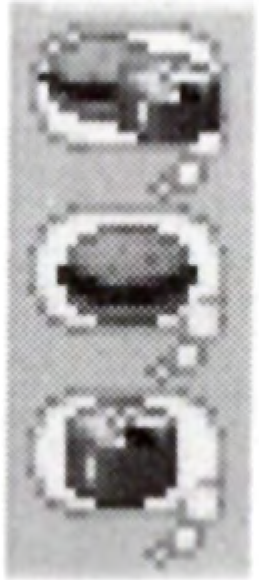
You are also told the number of people in the park, and the number due to arrive on the next bus.

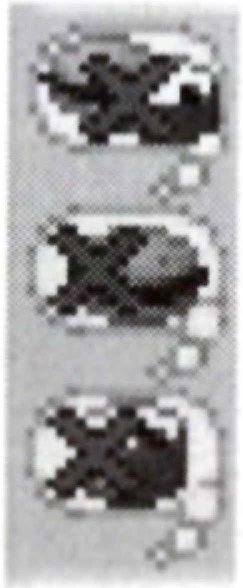
THOUGHT BUBBLES

The front row shows the thoughts of the park's visitors. Beneath this is a key to what each thought bubble means. To scroll through the list, press the D-Button to highlight ↑/↓ and press ✖.

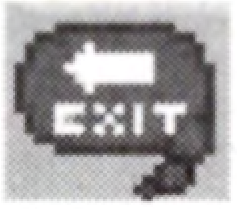
Here's a complete listing of all the thought bubbles and their meanings:

Food thoughts (yellow)

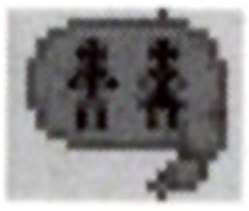

I am hungry and thirsty
I am hungry
I am thirsty


I am not hungry or thirsty
I am not hungry
I am not thirsty

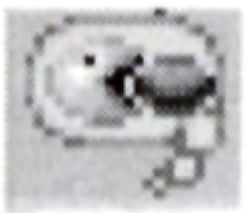
Looking for (green)

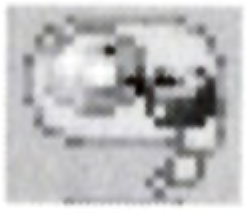


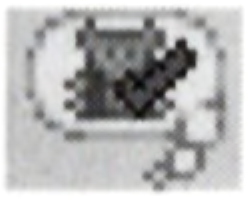
I am looking for the exit

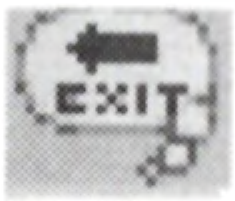

I need to go to the toilet

Info thoughts (pale blue)

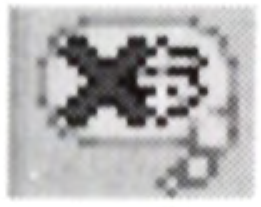

I am still eating something

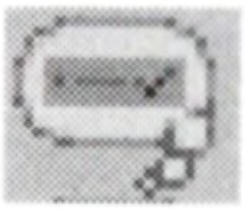

I am still drinking something

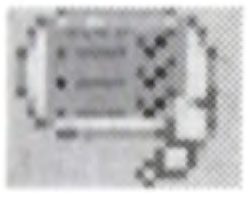

I have already got that toy

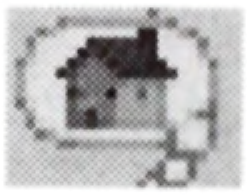


I am making my way to the exit


I do not have much money left


I have been on many of your rides


I have been on all of your rides


It is nearly time for me to go home

Bad thoughts (grey)

The drink is not satisfying enough

The food is not satisfying enough

The prize is not expensive enough

There is not enough chance of winning

The price is too high

You are making too much profit

There is far too much litter around

Feelings (white)

I am happy

I am feeling okay

I am unhappy

I am getting tired of walking

I am getting bored

Full thoughts (dark blue)

I cannot eat or drink another thing

I cannot eat another bite

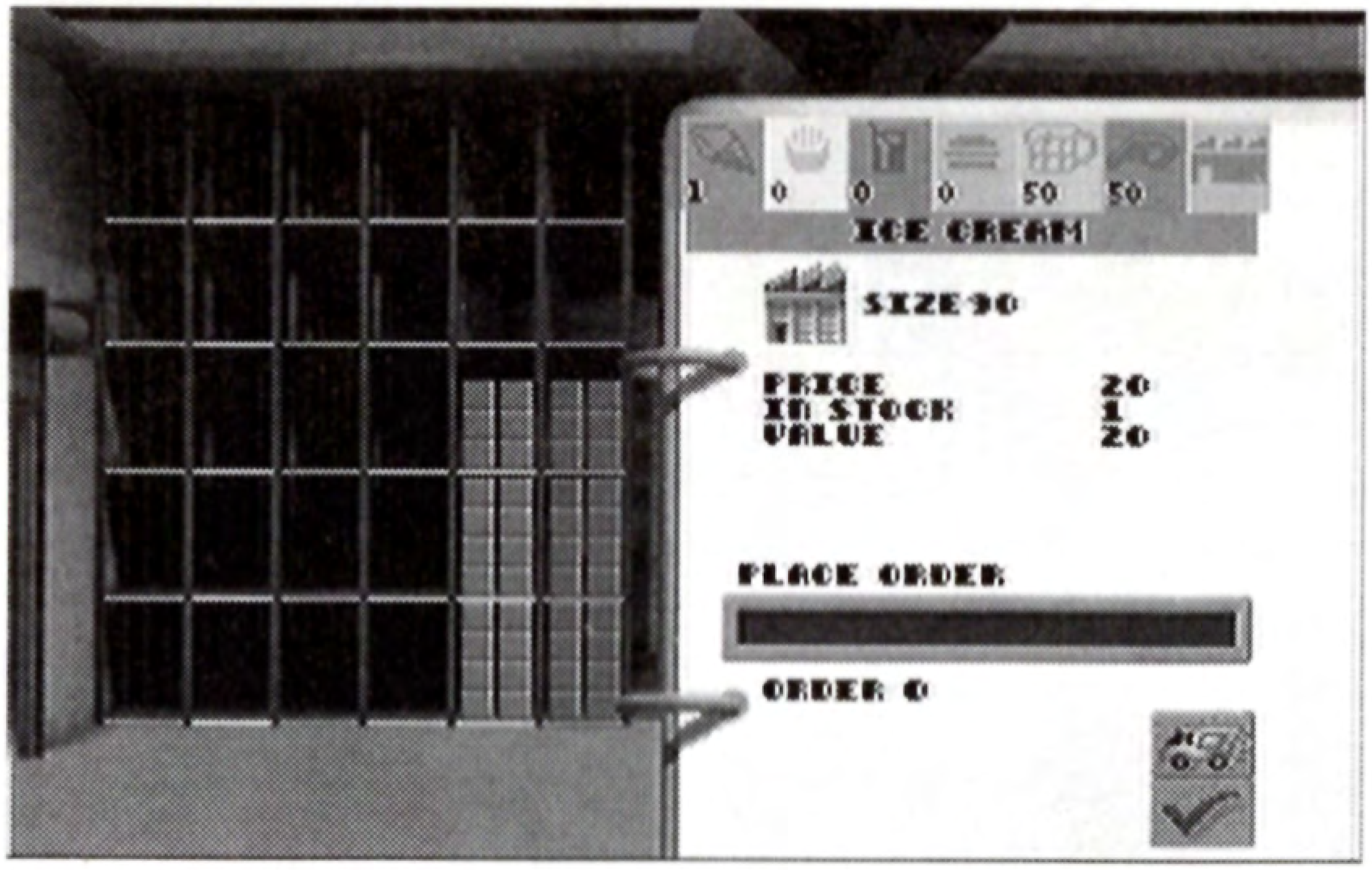
I cannot drink another drop

Use the icons on the right to access the Research and Stock screens by pressing ✖.

- To return to the Park screen, select the Checkmark icon and press ✖.

Hint ☛ *A good Theme Park operator responds to his customers' needs – it's only good business. Visitors to your park give signals to show their level of satisfaction or frustration. If they're AOK, you'll see it in a hand signal. One signal to pay close attention to is yawning. If park visitors begin to yawn, it's a clear sign that they're not being entertained – and after all, entertainment is what they've come for. Build some new rides, beef up the ones you already have, but do something before bad word of mouth destroys attendance figures and your park's reputation.*

Stock Screen



SIZE 90

PRICE 20
IN STOCK 1
VALUE 20

ORDER 0

Not to be confused with the Stock Market, this is where you purchase all the stock for your shops.

To access the Stock screen:

Open the Park Status screen and use the D-Button to highlight the Stock screen icon.

Now press ✖ and you're in the warehouse ready to fill it to the brim with goodies.

At the top of the order form are the categories of stock available. These are: ice cream, fries, cola, burgers, beer and steak. The figure under each icon is how much remaining stock you have in the warehouse in that category.

To place an order:

D-Button ←/→ to select the category of stock you need and then press ✖. Price per unit, the amount currently in stock and purchase volume figures change accordingly.

Now D-Button ↓ to highlight the Place Order bar. Use the **L1** and **R1** buttons to alter the volume of your order. The number of units in the order is displayed below the Place Order bar.

D-Button ↓ to the Send Order icon and then press ✖ to confirm purchase.

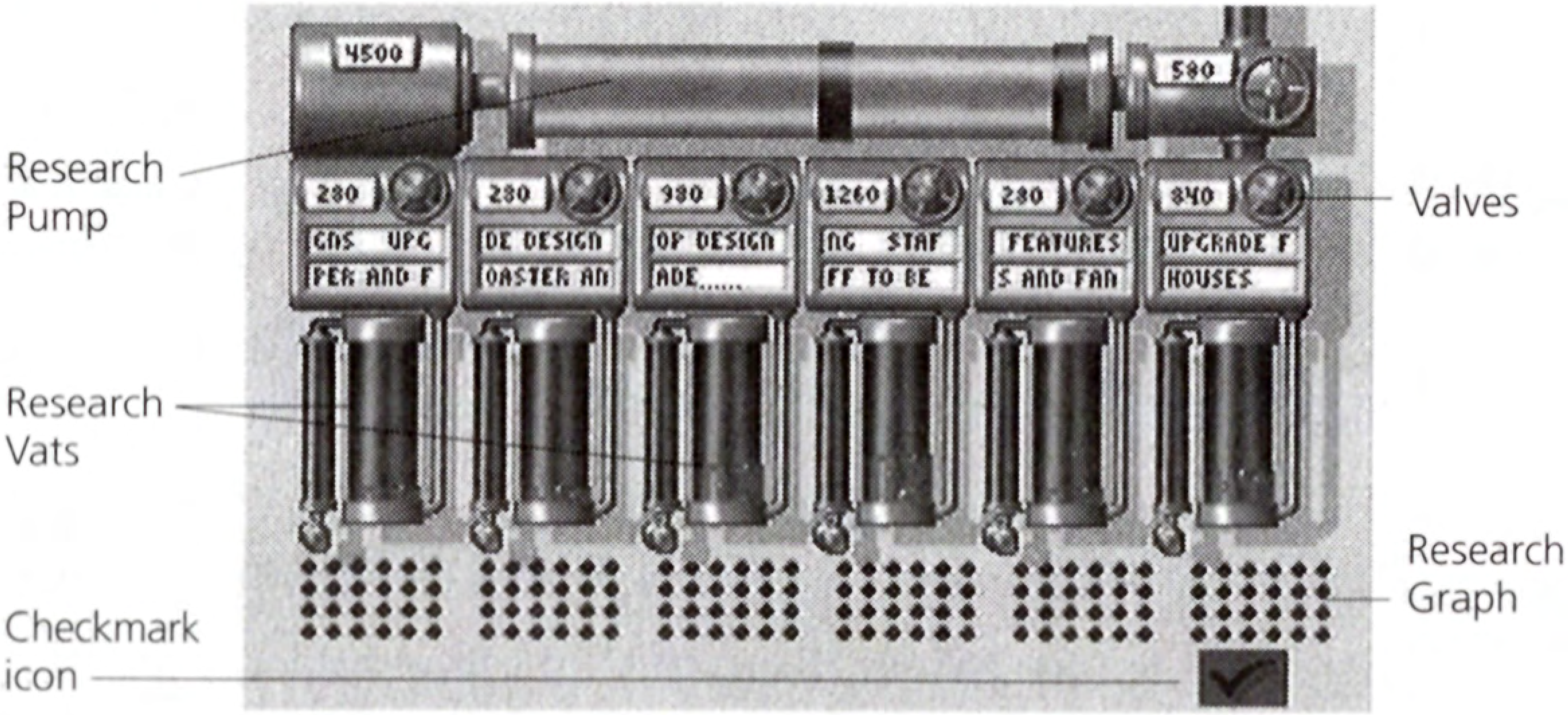
It takes a little while for stock to arrive. As the pallet is lowered into the warehouse, don't change the order. If you do, the current order is canceled and you're back to square one waiting for the new shipment. By that time the cupboard could be bare, your customers might go hungry, and you're certainly going to miss an opportunity to make some moolah.

All stock purchases are placed in the appropriate section of the warehouse; when the boxes reach the ceiling there's no room for any more stock in that category. Don't order too much stock as you're charged for any over-capacity and the goods purchased are just left to rot if there's no space to house them. Remember, though, that you can increase warehouse capacity by researching facility upgrades (see *The Research Department*, page 58).

Note ☛ *The only item of stock you don't have to buy is coffee, of which you have an inexhaustible supply.*

When you're done ordering stock, select the Checkmark icon and press ✖ to return to the Park screen.

The Research Department


4500
580
280
280
980
1260
280
840
GNS UPG
PER AND F
DE DESIGN
OASTER AN
OF DESIGN
ADE......
NG STAF
FF TO BE
FEATURES
S AND FAN
UPGRADE F
HOUSES
Research Pump
Valves
Research Vats
Research Graph
Checkmark icon

In the full business game you won't get any new rides unless you pump money into Research. And how are you going to hold your head up among your fellow Theme Park owners with only a Bouncy Castle and a couple of slides in your park?

Highlight the Research icon on the Park Status screen and press ✖. On the Research screen, use the D-Button ↑/↓/←/→ to move between the Research Pump, the Vats and the Checkmark icon.

FUNDING RESEARCH

Adjust the amount of juice with the Research Pump.

Use the D-Button to highlight the Research Pump, and then press the **R1** button to increase the amount of red stuff in the tube. Press the **L1** button to decrease the amount of juice. The figure on the left shows the amount per month you're investing in Research, to a maximum of 10,000. It changes as you alter the volume of juice.

The figure on the right is the amount you have remaining to distribute among the Research Vats. The two amounts are the same until you actually start handing out the cash.

RESEARCH VATS

There are six Research Vats, all thirsty for cash. To divert money from the Research Pump into the Vats, use the D-Button to highlight a particular vat and then the **L1** and **R1** buttons to increase and decrease the amount of cash.

The six Research Vats are for:

Upgrade ride – Spend your money improving the rides already in the park.

New ride design – Invest in completely new ways to scare the living daylights out of visitors to the park.

New shop design – Invest in completely new ways to wring every penny out of visitors to the park.

Staff training – Are your staff sullen? Disorganized? Lacking in motivation? Improve the service they offer to customers by pouring money into this Research Vat.

New features – Say "good-bye" to the outhouse and "hello" to the Super Toilet. You can also develop more exotic plant life by spending money here.

Upgrade facilities – Enlarge your warehouse to benefit from the economies of scale you achieve buying in bulk, and get some bigger buses to bring in the crowds.

The Research Barometer attached to each vat shows how close the items being researched are to completion. The more white on show, the nearer you are to a breakthrough.

The Research Graph beneath each tank fills up with small white dots. When the whole graph has turned white, you've achieved the maximum level of Research possible from that vat.

Leaving Research

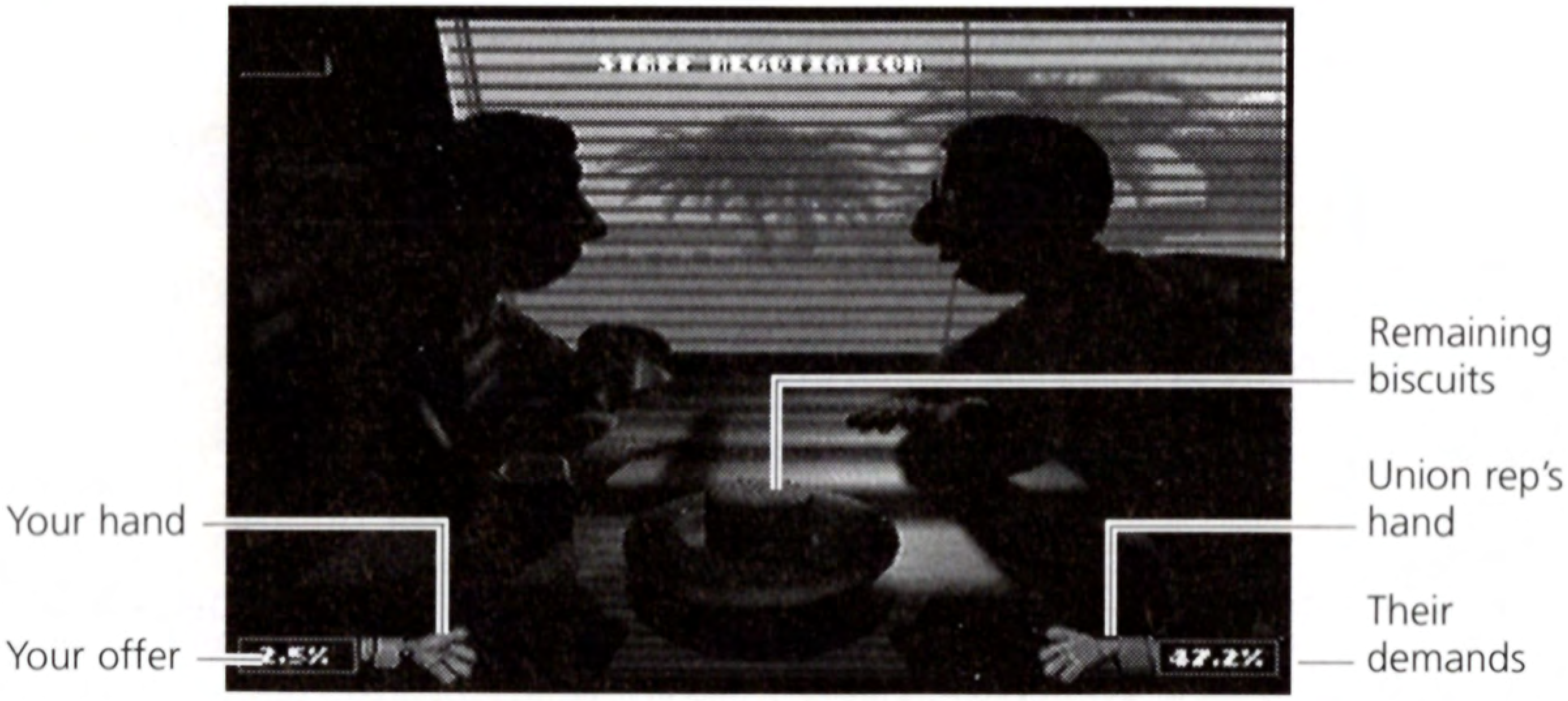
- To exit the Research Department, select the Checkmark icon and press ✖. You're returned to the Park Status screen.

Hint ☛ When ride upgrades are complete, you'll notice the version number has gone up on the Ride Information screen.

Negotiation Screens

You must negotiate with staff to settle industrial disputes, and with suppliers to decide the cost of stock. These negotiations occur when the Negotiation screens appears. The more staff and shops you have, the more regularly you need to enter into negotiations for goods and services.

STAFF NEGOTIATIONS


STAFF NEGOTIATION
Remaining biscuits
Union rep's hand
Your hand
Their demands
Your offer
2.5%
47.2%

You sit on the left, across the table from the Staff Union organizer. You both need to shake hands over a new pay deal, tentatively extending a hand across the table as you talk. You must come to an agreement before the biscuits run out or the negotiations fail, putting the success of your Theme Park in jeopardy.

To raise your offer:

As the seconds tick rapidly away, press the **R1** button to raise your offer a single percentage point at a time.

Note ☛ *Don't raise your offer too quickly or by too much. The Union man can smell fear on you like cheap aftershave and won't drop the workers' pay demands a single penny. Take it slow and don't lose your head.*

To lower your offer:

Press **L1** button to reduce your offer a point at a time.

Make, Break or Strike

If off-load bargaining is successful, an onscreen message informs you how much the union took you for, and the new monthly wage figure for each category of worker. Press ✖ now to return to the Park screen.

If you fail to make a settlement, the Negotiations Failed message appears. The action returns to the Theme Park screen, where your staff leave en masse via the main gate and picket anyone attempting to enter. It's not the best publicity for your park, and when a ride malfunctions or the litter mounts up you're going to start losing money hand over fist. Far better to make a wage settlement while you can.

GOODS NEGOTIATIONS

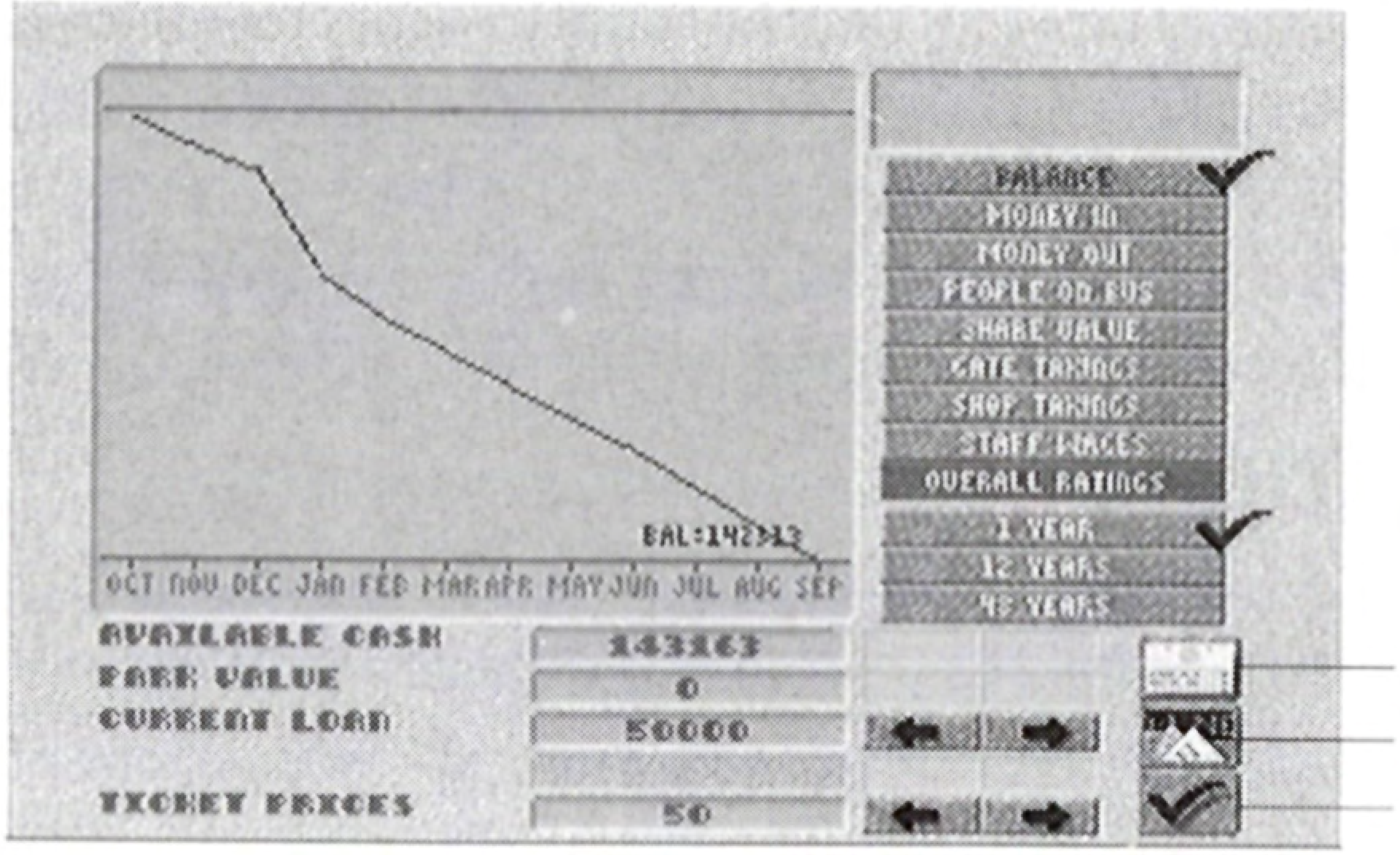
Goods Negotiations are performed in exactly the same way as Staff Negotiations (see above) and the penalties for failing to make a deal are just as severe. Unless both parties leave the table happy before the biscuits have all been dunked and munched, no goods are delivered to your Theme Park's shops!

Note ☛ *Every time you fail in your negotiations, the asking price for goods goes up by 10%.*

THE FINANCIAL SECTOR

Choose Full from the Your Player Details screen (see *Your Player Details* on page 8) and enter the Financial Sector. The full burden of responsibility for every financial transaction made on behalf of the Theme Park now falls to you. This means you're going to get your feet wet dealing in shares, where there are profits to be made, but also the chance of your Theme Park being bought out from under you.

Bank Screen


BALANCE
MONEY IN
MONEY OUT
PEOPLE ON BUS
SHARE VALUE
GATE TAKINGS
SHOP TAKINGS
STAFF WAGES
OVERALL RATINGS
1 YEAR
12 YEARS
48 YEARS
BAL:142313
OCT NOV DEC JAN FEB MAR APR MAY JUN JUL AUG SEP

AVAILABLE CASH 143163
PARK VALUE 0
CURRENT LOAN 50000
TICKET PRICES 50

Statement Screen

Shares Screen

Checkmark icon

Regular visits to the Bank screen, however daunting, are essential to the effective financial control of the Theme Park.

Using the Bank Requester screen:

Use the D-Button to select the Bank icon from the Icon menu and press ✖ for the Bank Requester screen.

The graph shows your park's bank balance, based on overheads against income. Listed on the right are the categories of financial performance and increasing time periods that allow a long term financial projection. Use the D-Button to highlight a box and press ✖

to add information to the graph. A checkmark appears beside each category on display. Press ✖ again to remove information.

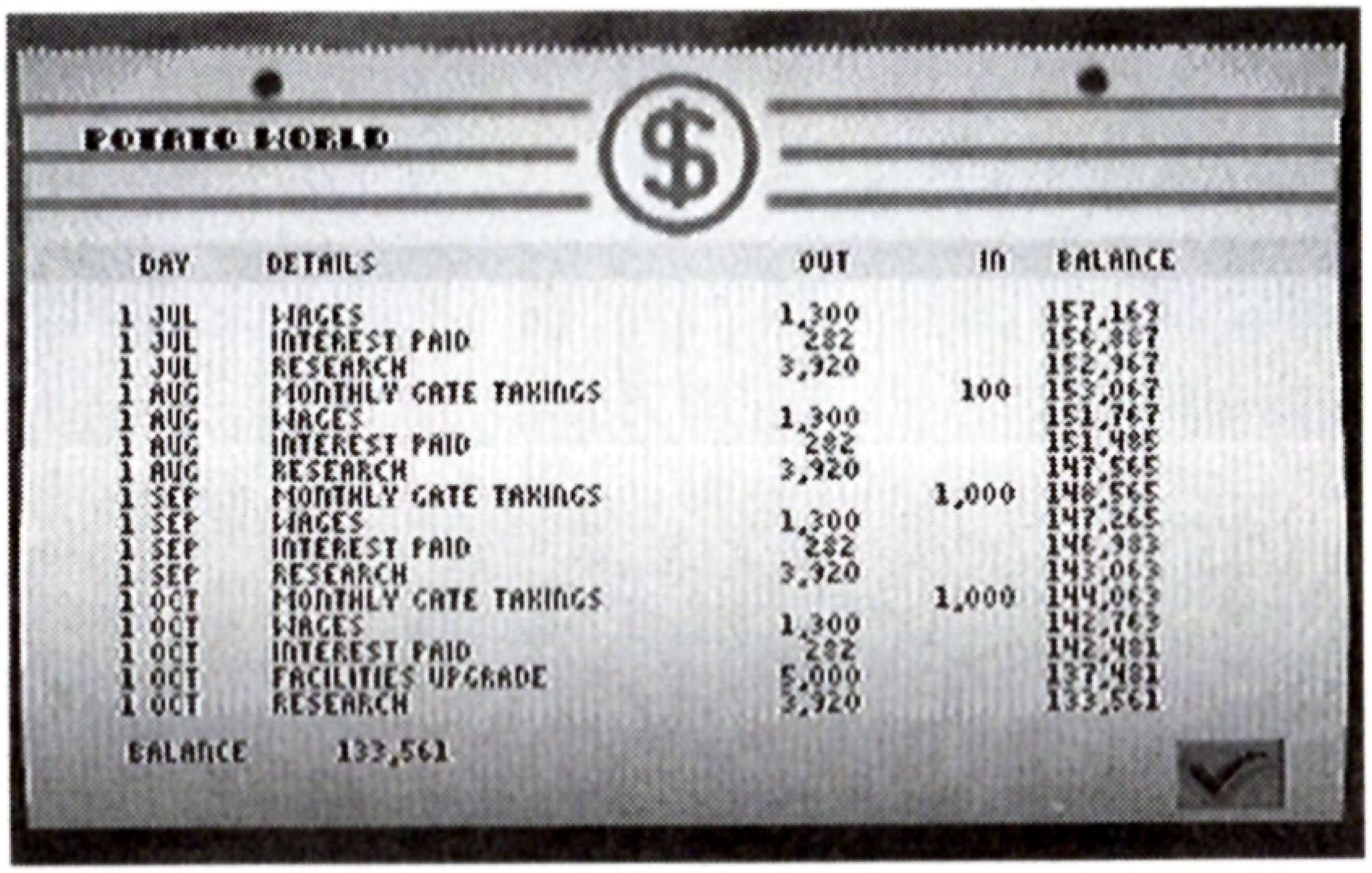
Beneath the graph are listed:

Available cash – the money you have instantly available for new rides, shops and staff.

Park Value – the market worth of your Theme Park once the current price of all the shares has been evaluated. When you begin Theme Park this figure is (not surprisingly) zero.

Current Loan – highlight this option with the D-Button. You can then increase the amount you owe the bank by pressing the **R1** button. If you're feeling a bit flush, you may want to reduce your loan by pressing the **L1** button.

Ticket Prices – the mainstay of your park's profitability. Adjust this up and down with the **L1** and **R1** buttons.



POTATO WORLD

DAY	DETAILS	OUT	IN	BALANCE
1 JUL	WAGES	1,300		157,169
1 JUL	INTEREST PAID	282		156,887
1 JUL	RESEARCH	3,920		152,967
1 AUG	MONTHLY GATE TAKINGS		100	153,067
1 AUG	WAGES	1,300		151,767
1 AUG	INTEREST PAID	282		151,485
1 AUG	RESEARCH	3,920		147,565
1 SEP	MONTHLY GATE TAKINGS		1,000	148,565
1 SEP	WAGES	1,300		147,265
1 SEP	INTEREST PAID	282		146,983
1 SEP	RESEARCH	3,920		143,063
1 OCT	MONTHLY GATE TAKINGS		1,000	144,063
1 OCT	WAGES	1,300		142,763
1 OCT	INTEREST PAID	282		142,481
1 OCT	FACILITIES UPGRADE	5,000		137,481
1 OCT	RESEARCH	3,920		133,561

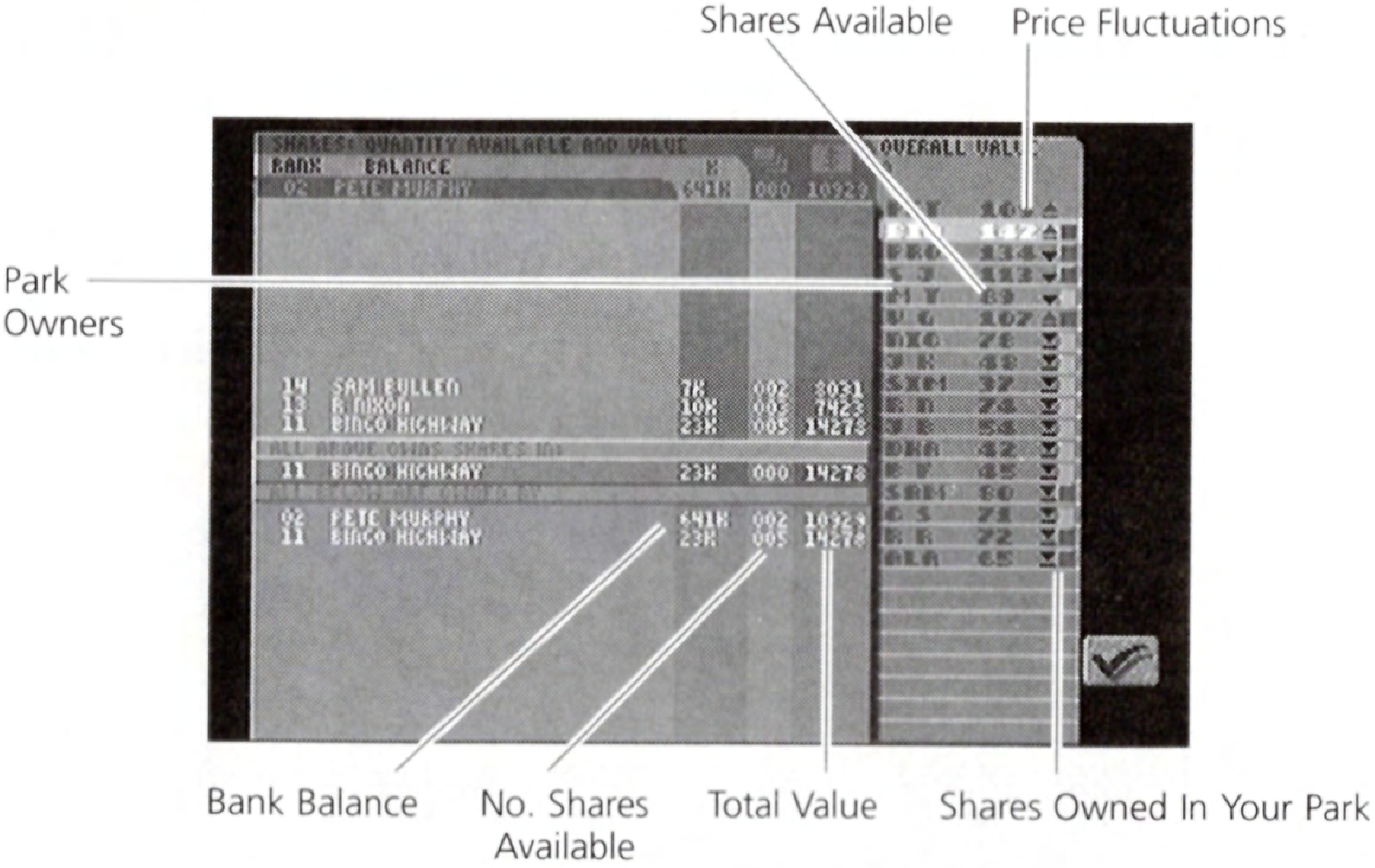
BALANCE 133,561

The icons are as follows:

Statement – select this and press ✖ for a look at the Statement screen. This gives you a breakdown of every financial transaction made during the previous month. When you've seen enough, use the D-Button to highlight the Checkmark icon and press ✖ to return to the Bank Requester.

Shares – press ✖ to join the bulls and bears on the financial market at the Stock Market (see *Stock Market* below).

Stock Market


Shares Available
Price Fluctuations
Park Owners
Bank Balance
No. Shares Available
Total Value
Shares Owned In Your Park

```
SHARES: QUANTITY AVAILABLE AND VALUE        OVERALL VALUE
BANK    BALANCE                         K
 02  PETE MURPHY                      641K  000  10924
 14  SAM BULLEN                         7K  002   8031
 13  R NIXON                           10K  003   7423
 11  BINGO HIGHWAY                     23K  005  14278
ALL ABOVE OWNS SHARES IN:
 11  BINGO HIGHWAY                     23K  000  14278
 02  PETE MURPHY                      641K  002  10924
 11  BINGO HIGHWAY                     23K  005  14278
```

Select the Shares icon on the Bank Requester screen and press ✖ to get involved in some financial wheeler-dealing.

At the Stock Market you can buy shares in other parks, and defend your own Theme Park from unfriendly take-over bids. If someone is getting too large a chunk of your park, get bullish on the Stock Market and see them off. Remember, the more shares in your park that get bought up, the more of your hard earned profits are lost.

THE SHARES STATEMENT

On the right of the Shares Statement is the list of park owners. The arrow by each name indicates whether his or her park's share price is rising, falling or static. A yellow page means that shares are available, a white page that you already own shares in that park, and a red page that the park owner has shares in your park.

D-Button ↑/↓ through the list; the name and details are displayed on the Shares Statement. The center bar displays the park owner, his/her bank balance, the availability of shares and their total value. In the green are the names and financial details of those who own shares in this park. In the pink are the details of shares owned by the highlighted park owner.

BUY! BUY! BUY!

Use the D-Button ↑/↓ to choose an attractive prospect from the list of park owners on the right. If there are shares available, press the **R1** button once for each share you wish to purchase.

Notice how your own details are added to the list of Share Owners (or updated if you already have shares in this park) on the top half of the Shares screen.

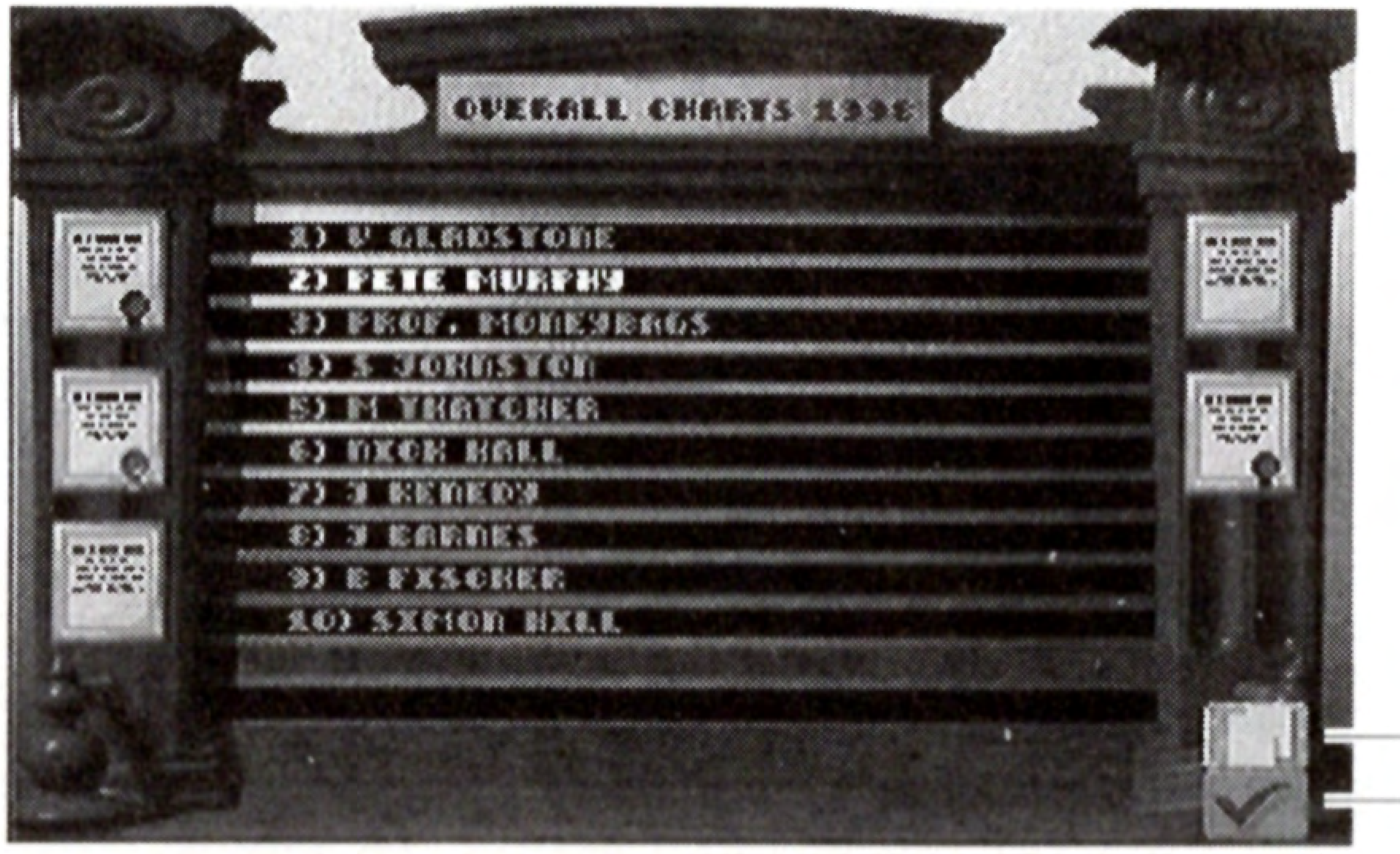
SELL! SELL! SELL!

Choose a name with a white page by it from the list on the right; details appear in the center bar of the shares statement. Your own name is listed along with other share owners on the top half of the screen.

Press the **L1** button once for each share you wish to sell. The number and value figures by your name on the green half of the Shares screen falls, while the number and value of shares available in this park increases.

When you're done with share dealing, highlight the Checkmark icon and then press ✖ to return to the Park screen.

YEAR END CHARTS



OVERALL CHARTS 1996

1) W GLADSTONE
2) PETE MURPHY
3) PROF. MONEYBAGS
4) S JOHNSTON
5) M THATCHER
6) NICK HALL
7) J KENEDY
8) J BARNES
9) B FISCHER
10) SIMON HILL

The Overall chart appears at the end of every financial year, allowing you to see how your park has done during the year. On the mantelpiece are all the cups and certificates awarded to your park, and the Top Ten parks are also ranked. You must achieve the overall number 1 position to succeed in your aim of building the world's ultimate tourist attraction.

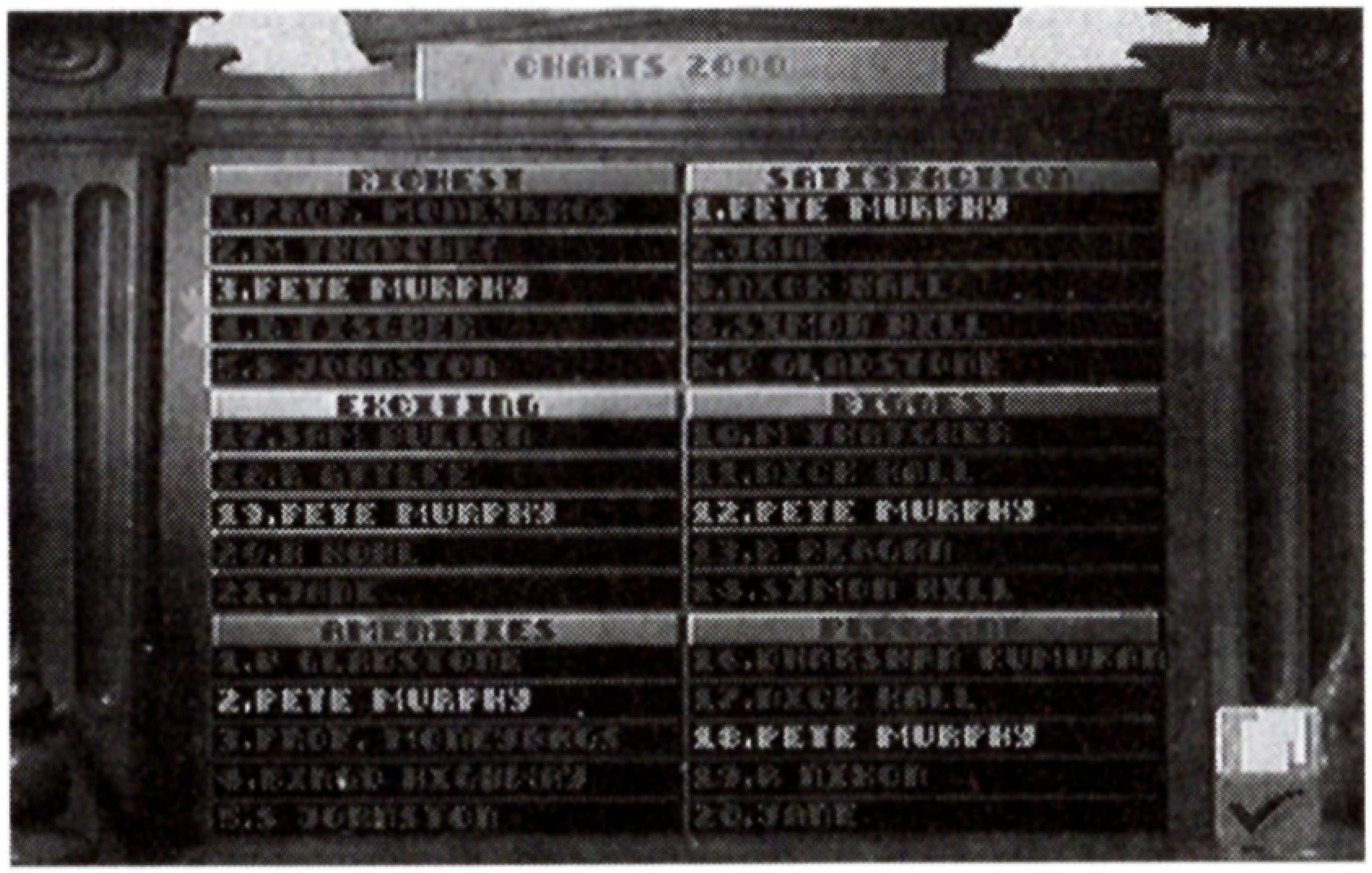
D-Button around the cups and certificates, and then press ✖ for details of the award. A cup means your park provided the best service in that category, while a certificate means your park was highly regarded.

When you've seen enough, select the Checkmark and press ✖ for the Year End Details screen. Alternatively, select the Ratings icon and press ✖ for a look at the Ratings chart.

RED LETTER DAYS

If a certificate is written in red ink, it indicates that your Theme Park was severely deficient in some aspect of its operations. Take note of your shortcomings and sort them out during the next year, or you're never going to make number 1.

Ratings Chart


CHARTS 2000
RICHEST
SATISFACTION
1.PETE MURPHY
3.PETE MURPHY
EXCITING
19.PETE MURPHY
12.PETE MURPHY
AMENITIES
2.PETE MURPHY
18.PETE MURPHY

On the Rating chart your Theme Park is compared with every other in the following categories:

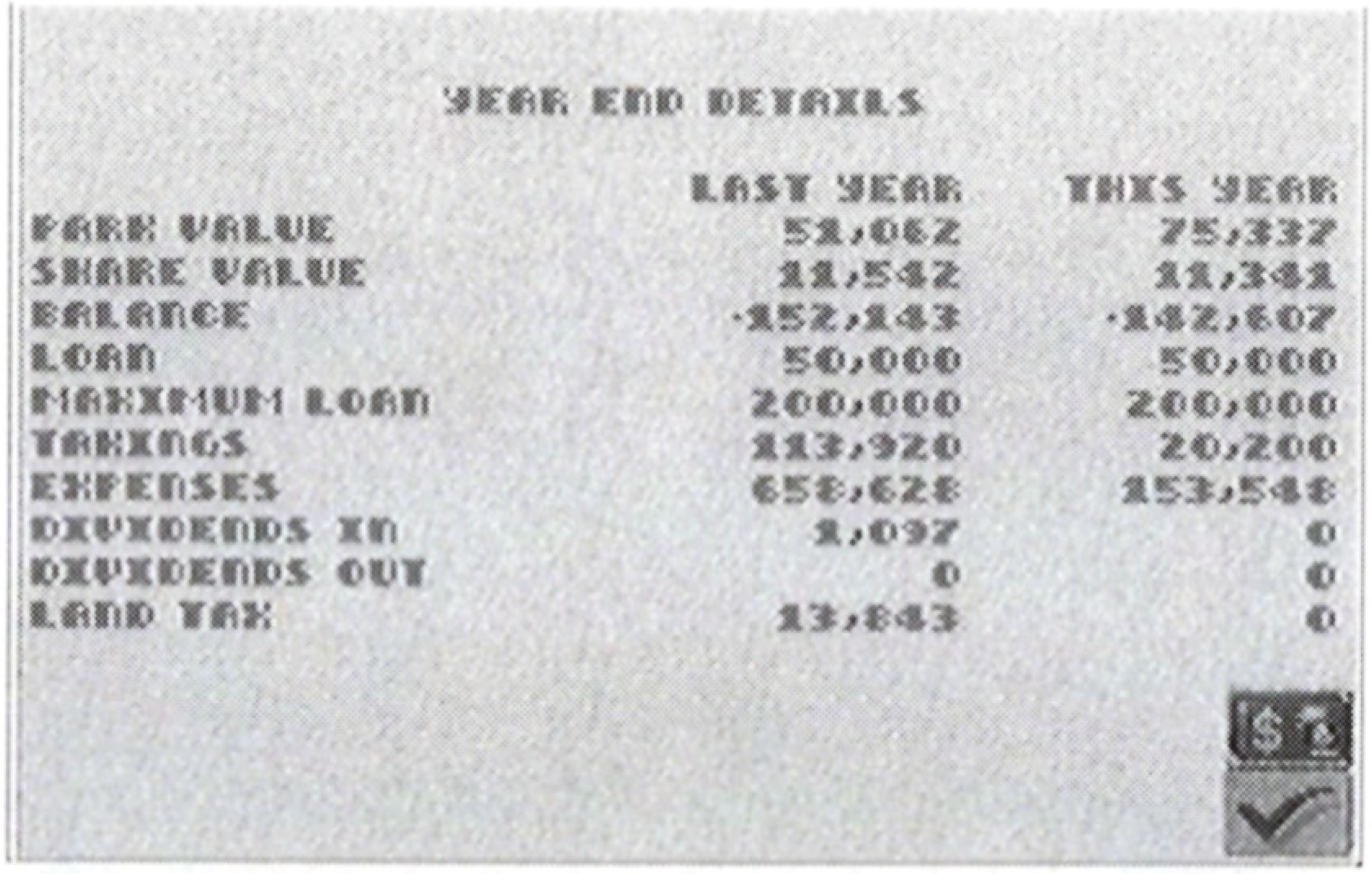
Richest, Exciting, Amenities, Satisfaction, Biggest, Pleasant

Study the position of your park in all six to find out where its deficiencies lie and how you can improve your overall position.

Select the Chart icon and press ✖ to return to the Overall chart.

Select the Checkmark icon and press ✖ to return to the Park screen.

YEAR END DETAILS CHART



YEAR END DETAILS

	LAST YEAR	THIS YEAR
PARK VALUE	51,062	75,337
SHARE VALUE	11,542	11,341
BALANCE	-152,143	-142,607
LOAN	50,000	50,000
MAXIMUM LOAN	200,000	200,000
TAKINGS	113,920	20,200
EXPENSES	658,628	153,548
DIVIDENDS IN	1,097	0
DIVIDENDS OUT	0	0
LAND TAX	13,843	0

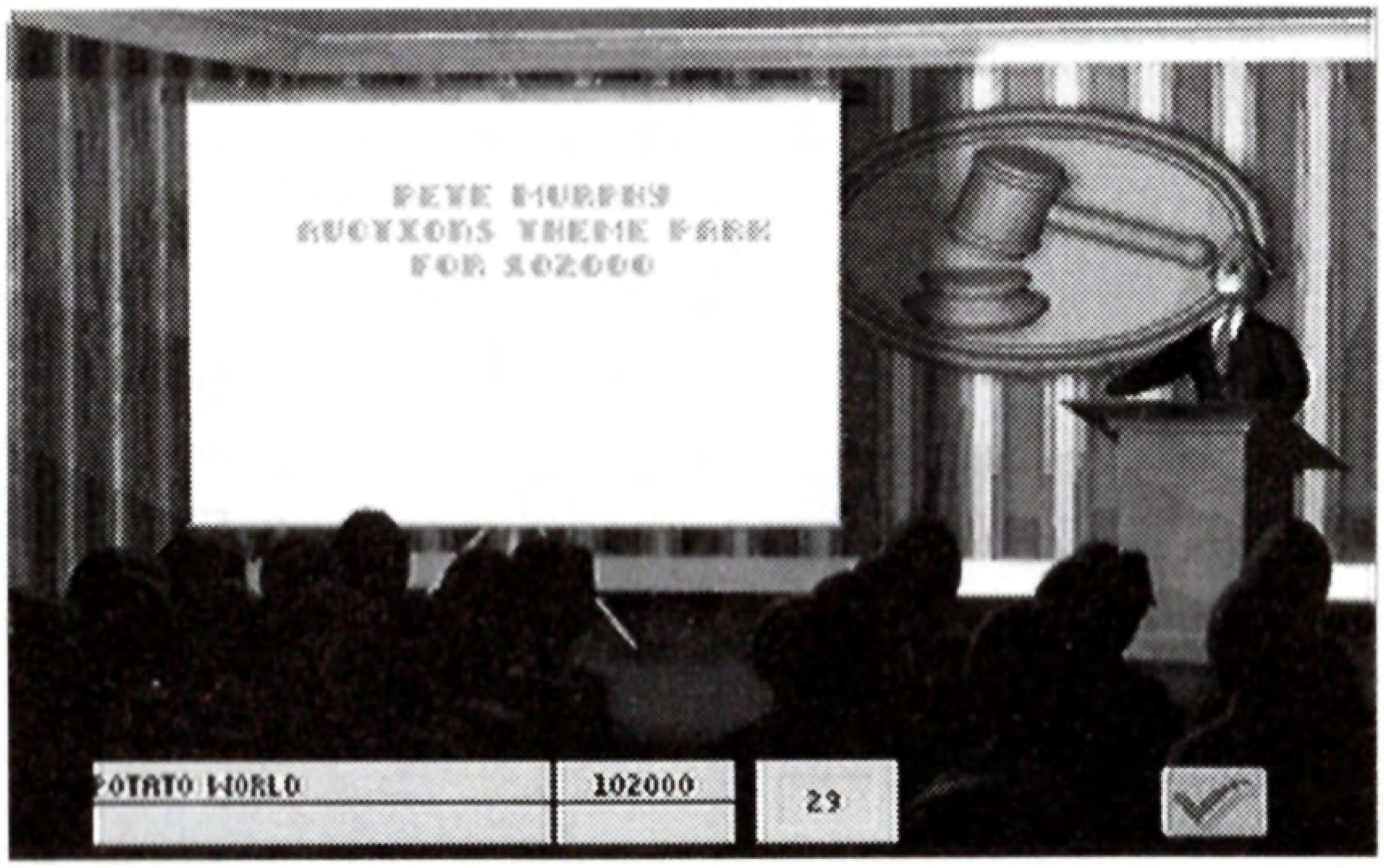
The Year End Details chart compares your Theme Park's results over the last two financial years in the following categories:

> Park Value, Share Value, Balance, Loan, Maximum Loan, Takings, Expenses, Dividends in, Dividends out, Land Tax

If the park value is sufficient, you're given the option of selling it off at Auction. Use the D-Button to select the Auction box and press ✖ to initiate this (see *Auctions* next page).

When you've finished at the Year End Details screen, press ✖ to return to the Park screen.

Auctions



PETE MURPHY
AUCTIONS THEME PARK
FOR 102000

POTATO WORLD 102000 29

At the end of each year you have the option to sell your Theme Park at Auction – if it's reached the minimum value.

Select the Auction option on the Year End Details screen, and then sit back and watch the bidding while the seconds tick away.

With the money made by selling off this Theme Park, you have the opportunity to start afresh in a new location. But if there are no takers, it's back to the Park screen.

Bankruptcy

When the value of all the shares and stock in your park won't cover the cost of loans, any interest you owe, debts to the bank and the 20,000 leeway you're given, you are legally declared bankrupt. The park has to close, your life's work collapses around you, and there's only one honorable way out.

It's a long way down.

ABOUT BULLFROG

Welcome to Bullfrog Productions

If you haven't heard of Bullfrog Productions, where have you been for the last seven years? Believe it or not, as recently as 1989 the world hadn't been exposed to *Populous*, the revolutionary software program that made Bullfrog's name and single-handedly created the god sim genre overnight. Twenty different formats and worldwide sales in excess of three million later, *Populous* has become the stuff of industry legend. Yet it was only the first in a series of software smashes that has earned Bullfrog number one hit after number one hit: *PowerMonger*, *Populous* 2, *Syndicate* and *Theme Park* followed, and all enjoyed immense commercial success and critical acclaim. The company's success is a monument to the efforts of Peter Molyneux and Les Edgar, who together founded Bullfrog Productions back in 1989. From a two-man operation, the company has expanded and now has over 40 employees, with a policy of constantly strengthening the creativity and technical expertise of the Bullfrog team. It is this policy that has helped the company produce such consistently outstanding software.

As if more proof were needed, last year witnessed the first flight of *Magic Carpet*. A number one seller all over the planet, *Magic Carpet* was also voted Game of the Year in France and Germany, Title of the Year in Britain and helped Bullfrog earn the Developer of the Year and Innovation Awards at ECTS 1995. As part of Bullfrog's commitment to the new range of 32-bit machines, we hope to bring Sony PlayStation™ game console owners the same blend of relentless action and breathtaking graphics within the next six months.

CREDITS

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